



Sunlite 2006

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Table of contents

<i>I Bienvenue</i>	<i>1</i>
1. Installation du logiciel et de l'interface	2
2. Show de démonstration	7
3. Ajout de vos projecteurs	11
4. Présentation du package	13
<i>II Pour débuter en programmation</i>	<i>19</i>
1. Ajout de vos projecteurs	18
2. Pages et boutons	24
3. Boutons pré-programmés	26
4. Création de boutons avec la fonction COMME L'ETAT ACTUEL	29
5. Enregistrement de Cycles	32
6. Raccourcis claviers	34
<i>III Programmation intermédiaire</i>	<i>37</i>
1. Création de boutons avec Easy Step	36
2. Création de boutons avec les onctions On/Off et DIMMER	38
3. Utilisation des groupes	41
4. La fenêtre X-Y	47
5. Utilisation de la page MASTER	50
6. Modification de la VITESSE, de la TAILLE de vos effets	52
<i>IV Programmation avancées</i>	<i>57</i>
1. Présentation	56
2. L'Editeur	56
2.1. Easy Time	56
2.1.1. Utilisation d'Easy Time	56
2.1.2. How to use Easy Time for movement	58
2.1.3. Outils et options	61
2.2. Color Manager	62
2.3. Copier/coller et Phasing	64
3. Fondu entre scènes	66
4. Déclenchements externes	70
4.1. MIDI - Easy Console	71
4.1.1. EasyConsole, what is it ?	71
4.1.2. First, setup your controller on screen	72
4.1.3. How to use EasyConsole	73
4.2. MIDI - Midi Time Code (MTC)	77
4.3. DMX	78
4.4. Horloge et calendrier	79
4.5. Contacts secs	81
4.6. Analyse Audio	83

<i>V Paramètres généraux</i>	96
1. Paramètres de démarrage	95
2. Organisation des fenêtres	96
3. Backup / Support technique	98

<i>VI Annexes</i>	100
1. DMX512 brief description	99
2. Accessories	102
3. IP/Ethernet configuration	103
4. Problèmes et résolutions	104
5. Récapitulatif des commandes	106

I Bienvenue

Préface

Merci de l'intérêt que vous portez à nos logiciels.

Notre manuel est divisé en plusieurs chapitres dont voici la liste :

1. Bienvenue
Guide de démarrage, Présentation
2. Programmation de base
3. Programmation intermédiaire
4. Programmation avancée
5. Paramètres globaux
6. Annexes

Ce manuel présente les bases du contrôle d'éclairage, suivies par les fonctionnalités plus avancées de nos logiciels. Nous recommandons aux utilisateurs débutants de lire ce manuel dans son intégralité. Les utilisateurs familiers avec le logiciel pourront se contenter des parties intermédiaire et avancées.

Ce premier chapitre est un aperçu général de notre logiciel (essentiel si vous êtes impatient comme chacun de nous). Nous débuterons par l'installation du logiciel et des drivers de l'interface, avant de jouer avec le show de DEMO pour nous familiariser avec le logiciel. Ensuite, nous verrons comment ajouter des projecteurs au cas où vous ne pourriez attendre.

Le second chapitre présente les fonctions de programmation de base du logiciel. A la fin de ce chapitre, vous devriez être capable de programmer un show de qualité.

Les troisième et quatrième chapitres décrivent des fonctionnalités plus avancées du logiciel (pas forcément complexes). Ces connaissances vous permettront de créer n'importe quel show avec vos appareils.

Le quatrième chapitre décrit rapidement les logiciels et outils disponibles dans le package, tels que the logiciel de visualisation 3D (Easy View), l'éditeur de librairie (ScanLibrary), l'outil de synchronisation multimédia (Easy Show) et enfin le logiciel Easy Stand Alone pour les applications nécessitant un fonctionnement en autonome de l'interface.

Le cinquième chapitre montre les paramètres de démarrage du logiciel, les diverses options d'affichage ainsi que les fonctionnalités de backup et les références du support technique.

Pour terminer, les annexes incluent une brève description des protocoles DMX et MIDI, une liste d'accessoires disponibles ainsi qu'un guide de dépannage.

1. Installation du logiciel et de l'interface

1. Installation du logiciel

Que vous possédiez un CD d'installation ou un programme d'installation issu du téléchargement, la première chose à faire est d'installer le logiciel.

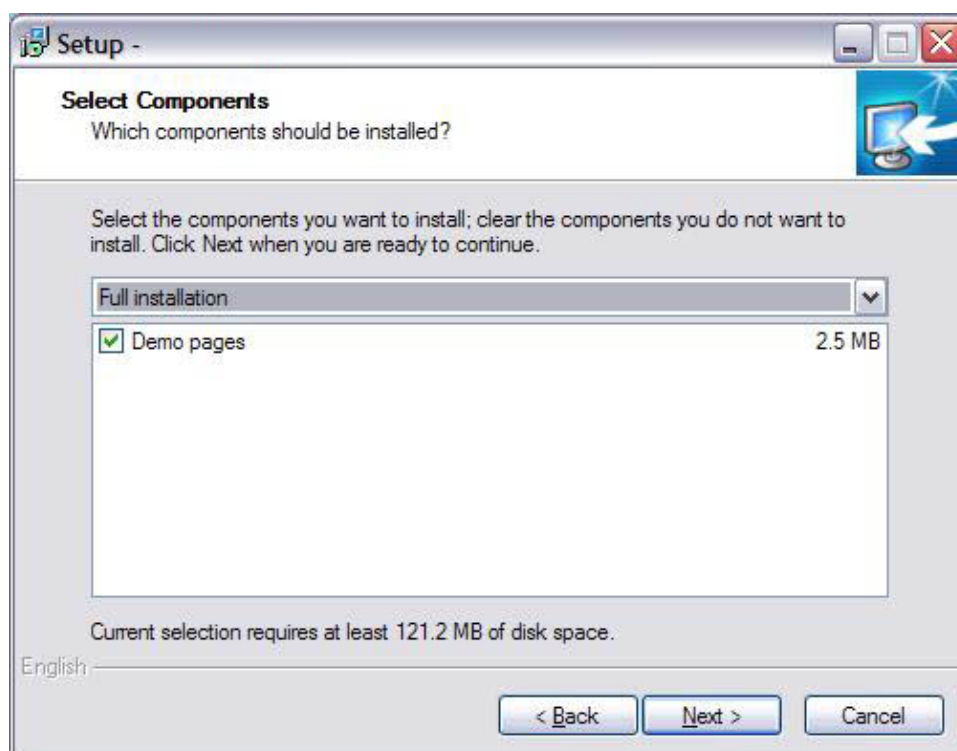
Insérez le CD d'installation dans votre ordinateur (si vous avez téléchargé le logiciel, vous pouvez passer au paragraphe suivant). Une fois l'écran d'installation ouvert, sélectionnez votre langue et cliquez sur SUIVANT.



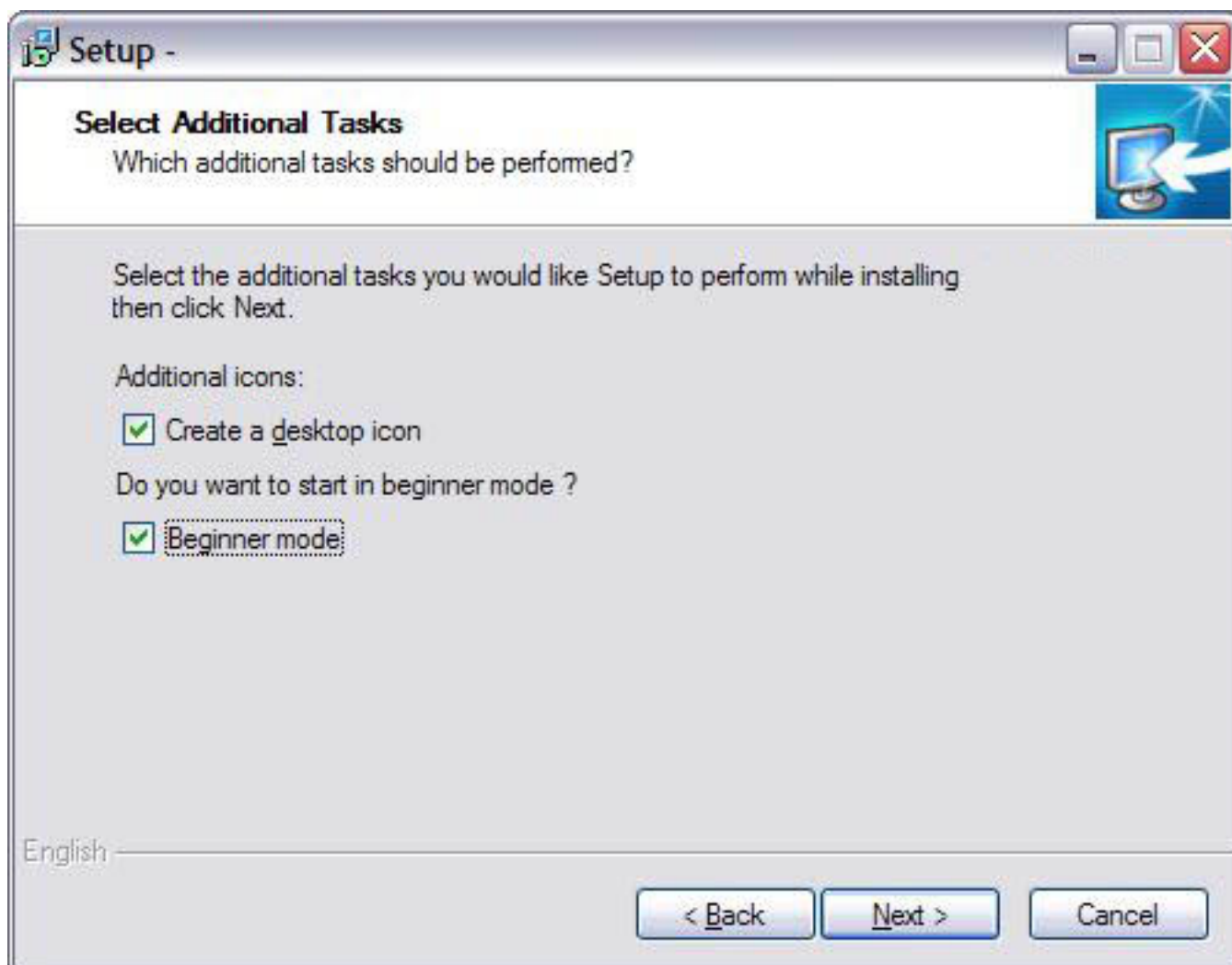
Ensuite, acceptez l'accord de licence et lancez l'installation en cliquant sur l'icone d'installation du logiciel.



Sélectionnez la langue d'installation et acceptez le contrat de licence (une nouvelle fois). Choisissez un dossier d'installation (c:\SL2006 par défaut). L'écran suivant proposera d'installer ou non le show de DEMO, si vous êtes un utilisateur débutant nous vous conseillons son installation.



Pour terminer, l'assistant d'installation demande si vous souhaitez utiliser le logiciel en mode débutant. Une nouvelle fois, si vous êtes débutants nous recommandons de sélectionner cette option.



Et voilà ! Il est maintenant temps de lancer le logiciel.

2. Installation des drivers USB

Si vous avez acheté votre package avec une interface USB-DMX, vous allez devoir en installer les pilotes. Le logiciel peut-être utilisé sans son interface USB mais uniquement en mode de démonstration. Vous ne pourrez donc pas contrôler vos appareils.



Si le cdrom d'installation est dans le lecteur de votre ordinateur, Windows trouvera le driver et l'installera. Le driver n'est pas numériquement signé, cela n'engendre en aucun cas un problème d'incompatibilité. Vous pouvez donc continuer l'installation.



Et voilà ! N'oubliez pas que le logiciel détecte l'interface lors de son démarrage. Vous devez donc veiller à connecter votre interface avant de le lancer. Dans le cas contraire, il n'y aurait aucune communication entre le logiciel et l'interface...et donc avec vos appareils.



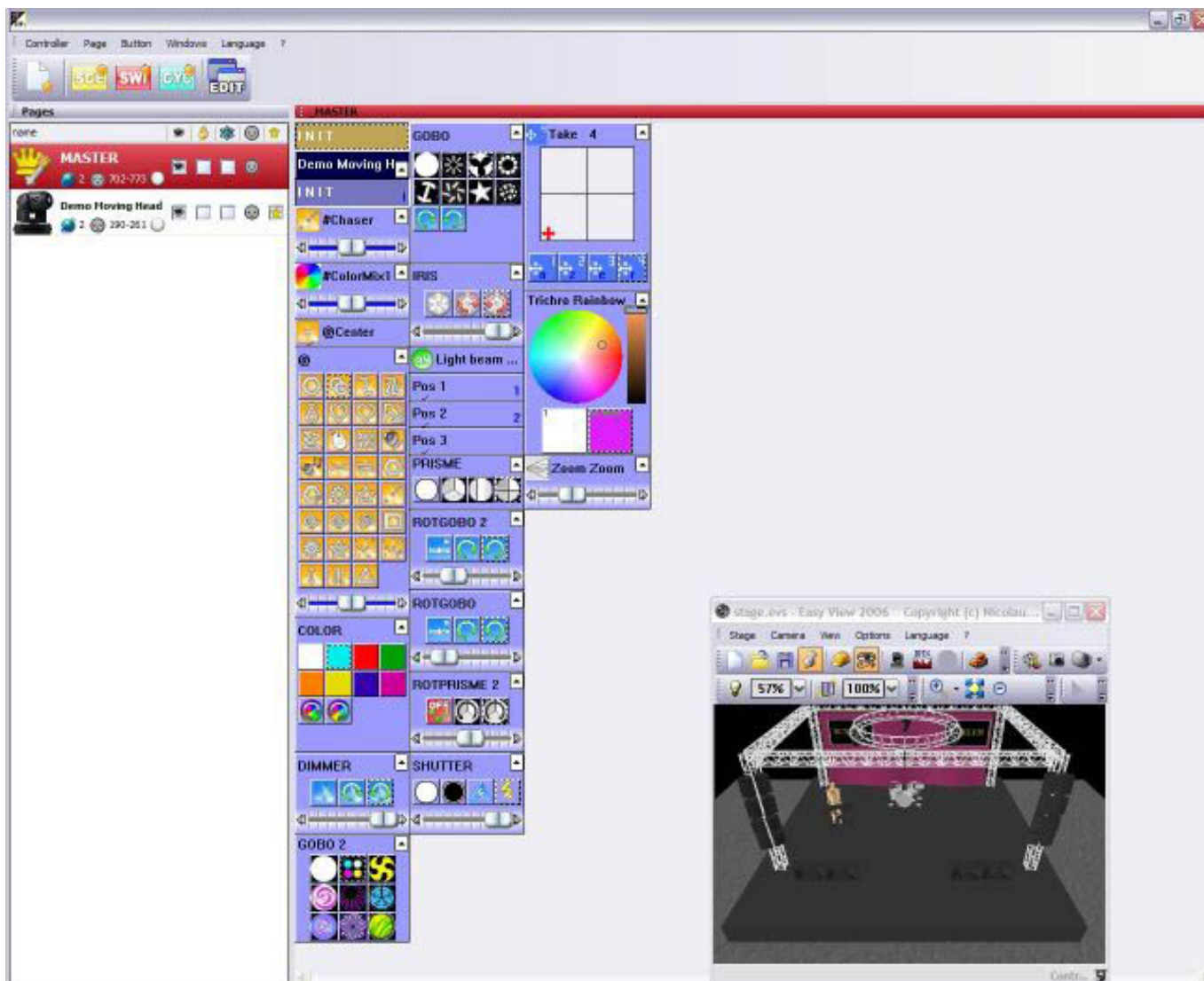
3. Utilisation d'une interface IP

Si vous avez acheté un package avec une interface IP, veuillez vous référer aux Annexes pour plus d'informations.

2. Show de démonstration

Dans cette section, nous supposons que vous ayez installé le logiciel en mode débutant ainsi que les pages de DEMO. Dans le cas contraire, votre logiciel disposera de plus de fonctionnalités que celles décrites ici mais les informations générales restent identiques.

Votre écran doit ressembler à celui-ci :



Le logiciel propose 1 bouton pour chaque fonction de vos appareils. Il y a donc 1 bouton par couleur, gobo, macro, etc...

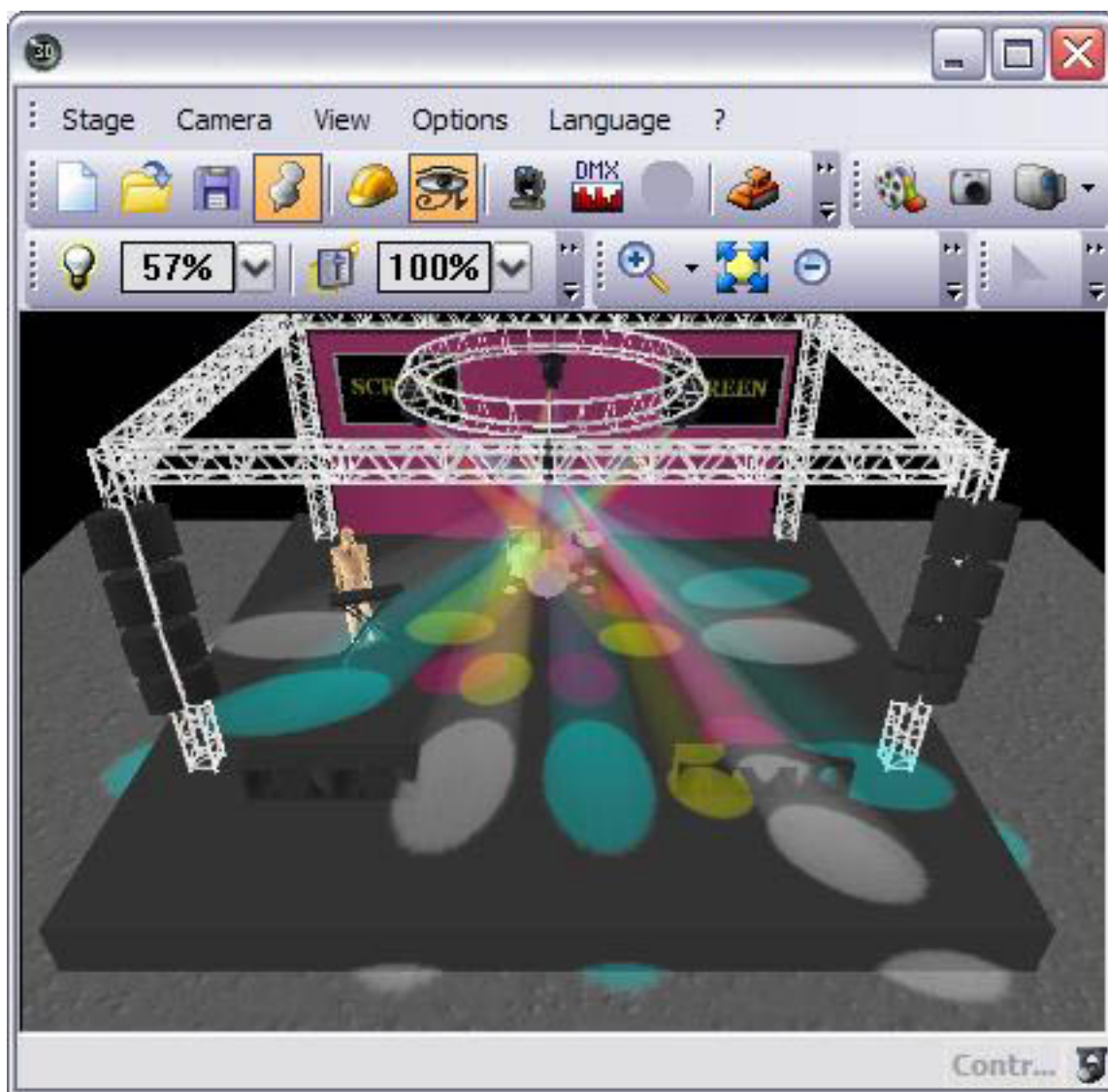


En fonction des appareils que vous utilisez, le logiciel proposer aussi des boutons avec des séquences pré-programmées (dans notre cas, la page DEMO MOVING HEAD contient des boutons avec des mouvements génériques comme cercles, courbes, etc...).



Comme vous pouvez le voir sur l'écran du logiciel3D, à chaque fois que vous appuyez sur un bouton

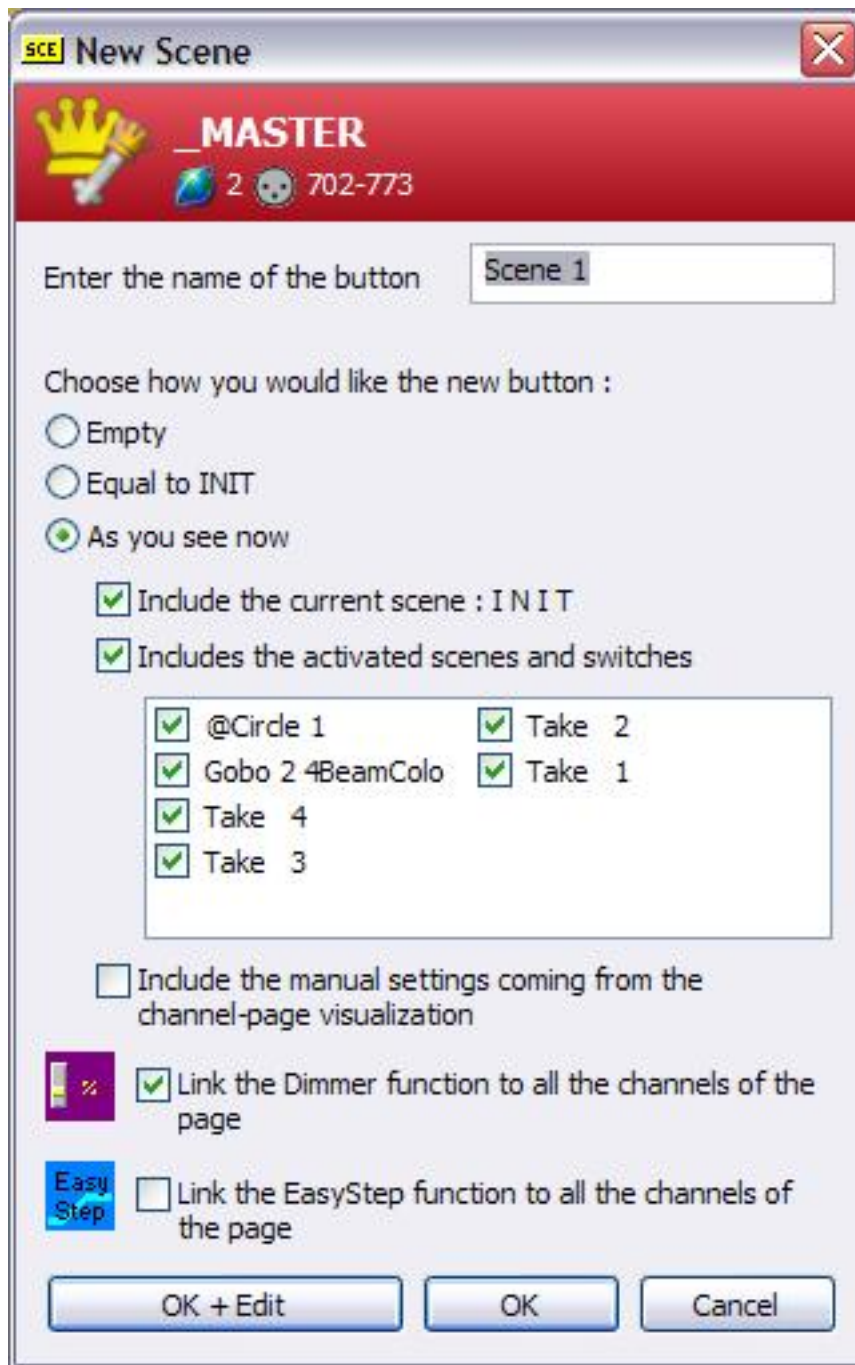
de l'écran, vos projecteurs répondent à la commande.



N'oubliez pas que le logiciel de visualisation représente exactement ce que vos appareils devraient réaliser s'ils étaient connectés à votre interface.

Continuez à appuyer sur les boutons et à utiliser diverses combinaisons...Si vous souhaitez tout recommencer, double-cliquez simplement sur le bouton INIT. Si vous trouvez un effet que vous souhaiteriez enregistrer, vous pouvez le sauver en allant à :

Menu bouton - Nouvelle scène - Comme l'état actuel des circuits - OK

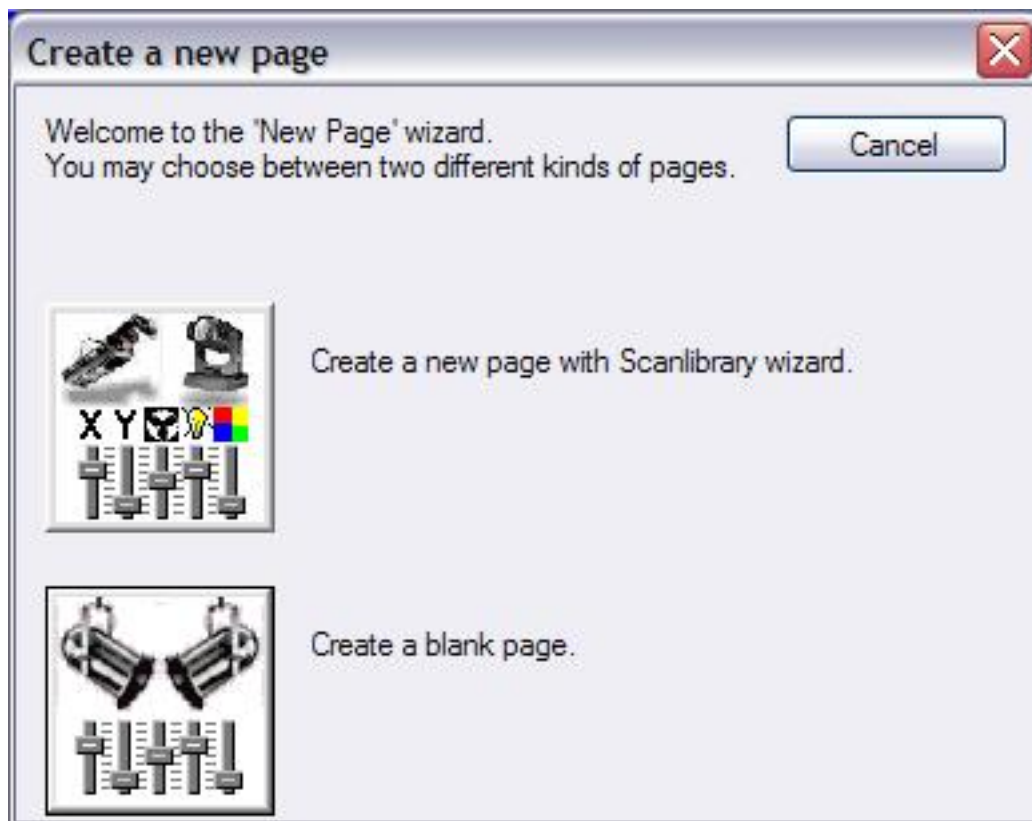


Nous conseillons de créer quelques scènes comme cela afin de vous familiariser avec la fonction. Une fois que vous vous sentez capable d'avancer, vous allez pouvoir ajouter vos propres appareils dans le logiciel et parcourir les fonctionnalités plus avancées du logiciel.

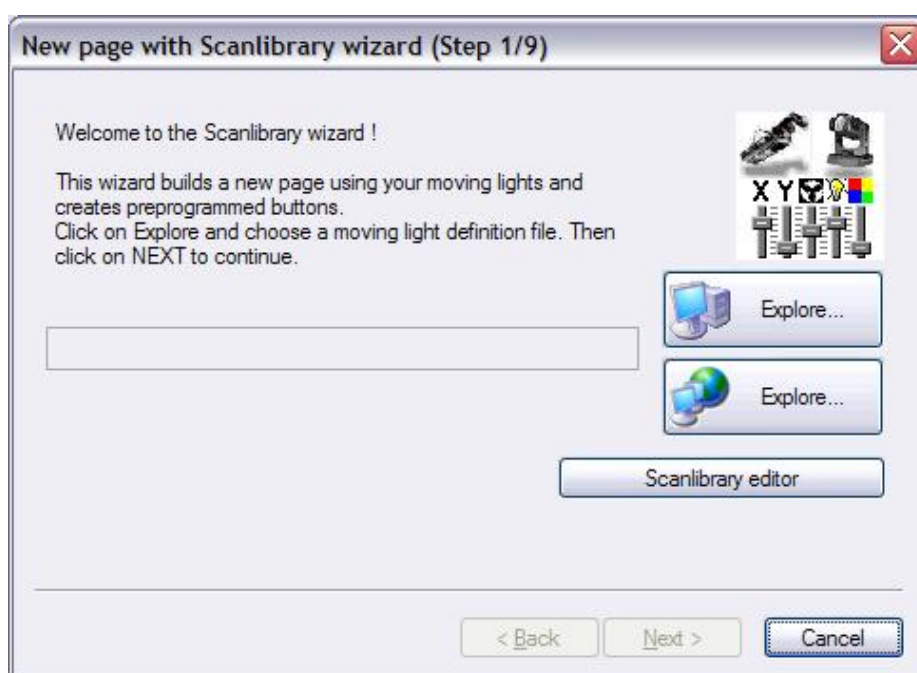
3. Ajout de vos projecteurs

Si votre interface est connectée au logiciel et que vous ne souhaitez pas attendre pour tester vos appareils, nous allons voir maintenant comment les insérer dans le logiciel.

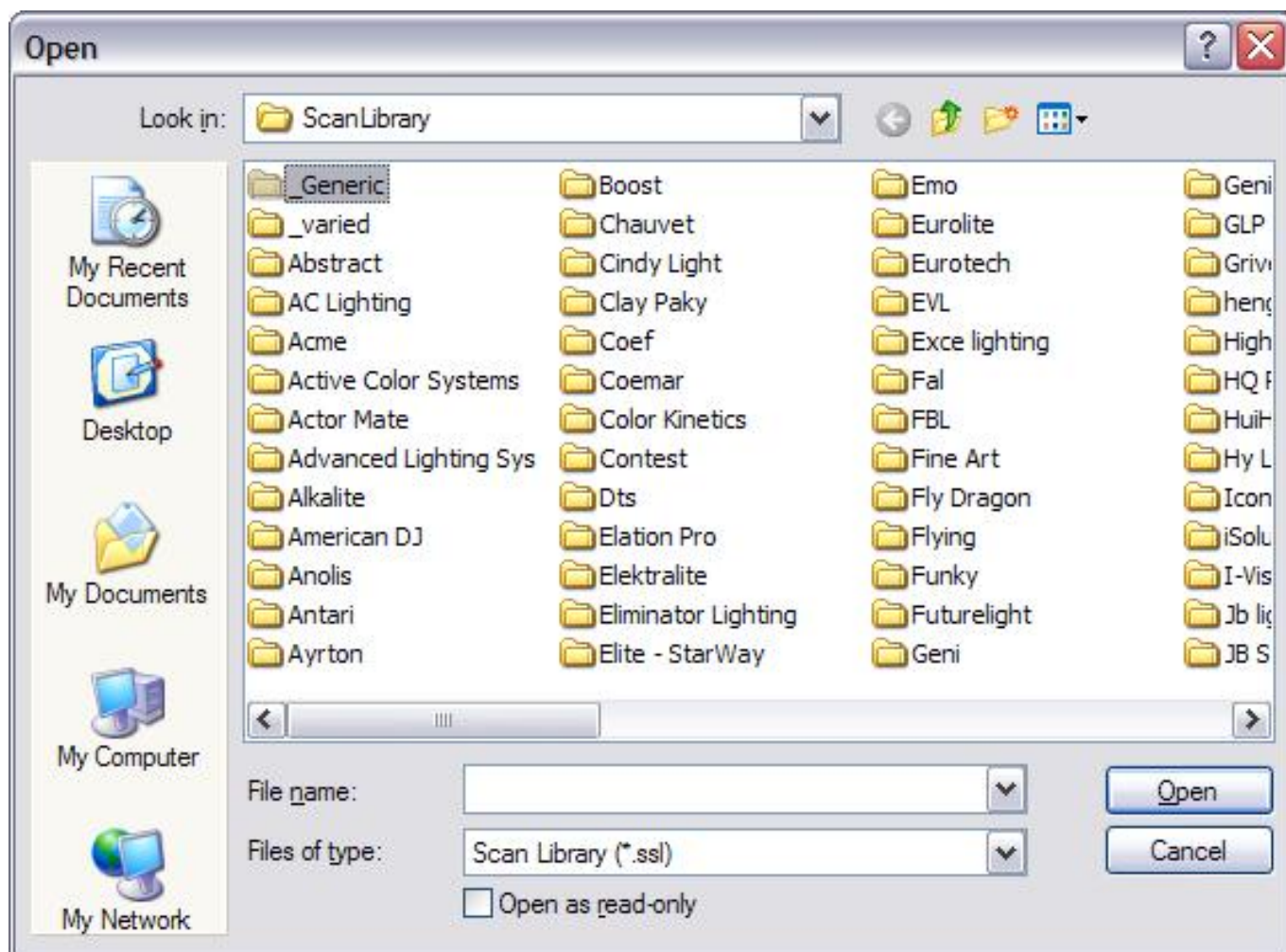
Menu page– Nouvelle page



Sélectionnez "Crée une page avec l'assistant ScanLibrary".



Vous devrez parcourir la librairie afin de trouver votre projecteur. Les projecteurs sont classés par fabricant. Notes qu'un dossier _varied contient les projecteurs de petits fabricants ou non répertoriés. Le dossier _generic contient lui des appareils génériques du type PAR, RGB, etc...



Une fois votre appareil sélectionné, vous devrez spécifier l'adresse DMX du premier projecteur ainsi que le nombre d'appareils.

New page with Scanlibrary wizard (Step 2/9)

Enter the DMX starting address, the number of fixtures and the moving shortcut keys. Then click on NEXT to continue.

Starting DMX address End DMX address

Number of fixtures

Matrix ☐

DMX universe

Shortcuts Keyboard mode

Type : Head
Number of channels : 18
Resolution : 16 bits (4 DMX channels)

Note: The shortcut keys allow you to move each fixture using the mouse.

< Back Next > Cancel

Ensuite, cliquez simplement sur SUIVANT à toutes les étapes (nous verrons plus tard leur fonction).

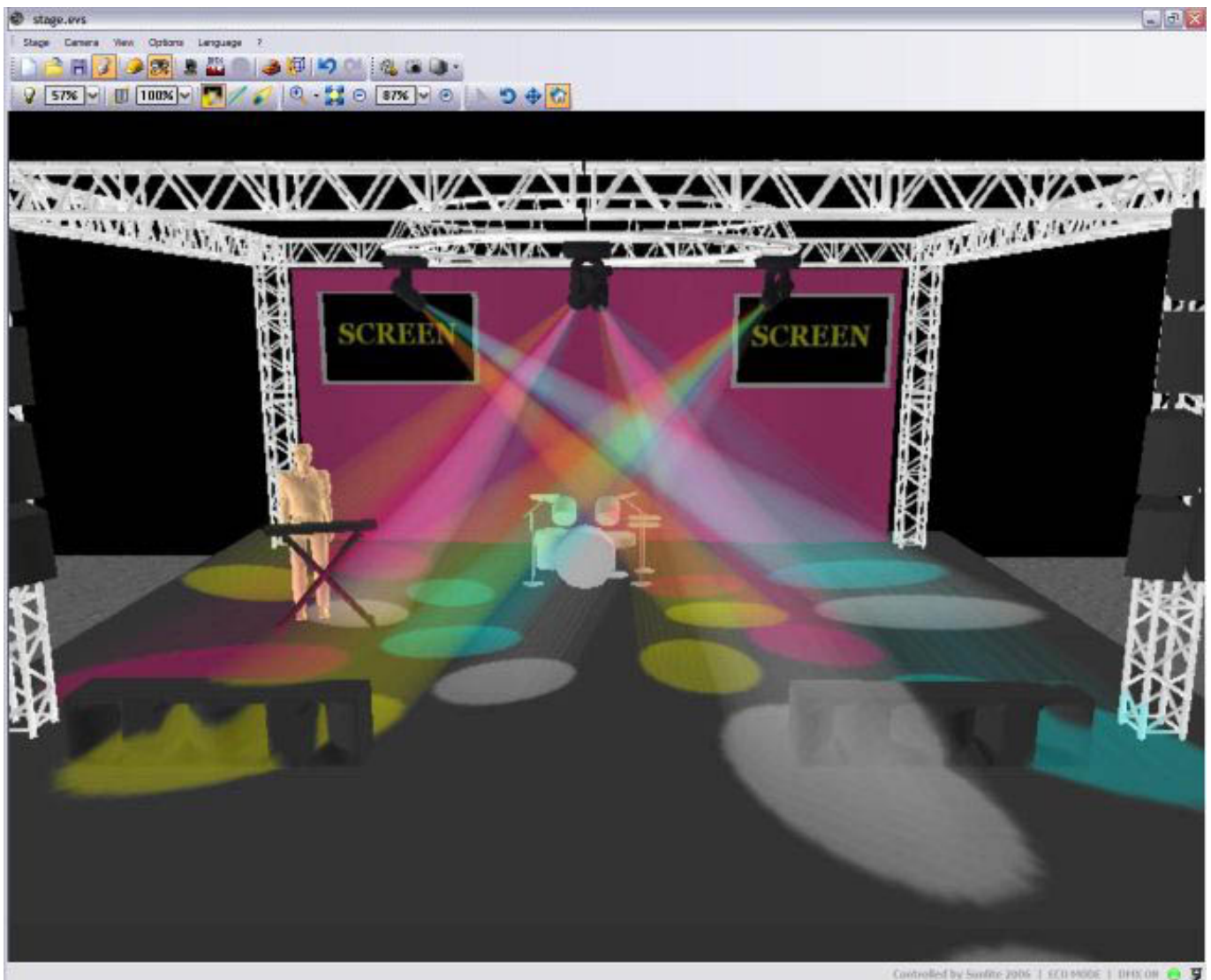
Et voilà ! Vous avez maintenant vos 2 pages : DEMO MOVING HEAD et celle de vos projecteurs. Supposant que vos projecteurs sont adressés correctement, tout ce qui est visible sur l'écran du logiciel 3D devrait être effectué par vos appareils. Si vous rencontrez des problèmes et pensez avoir bien paramétré, rendez-vous à la section dépannage avant d'entrer en contact avec notre service technique. Continuez donc à lire ce manuel afin de vous familiariser avec des fonctionnalités de plus en plus avancées et ainsi profiter des nombreuses possibilités offertes par le logiciel.

4. Présentation du package

Le chapitre suivant présente un aperçu du package Sunlite. Le but étant de vous présenter rapidement les nombreux potentiels du logiciel...

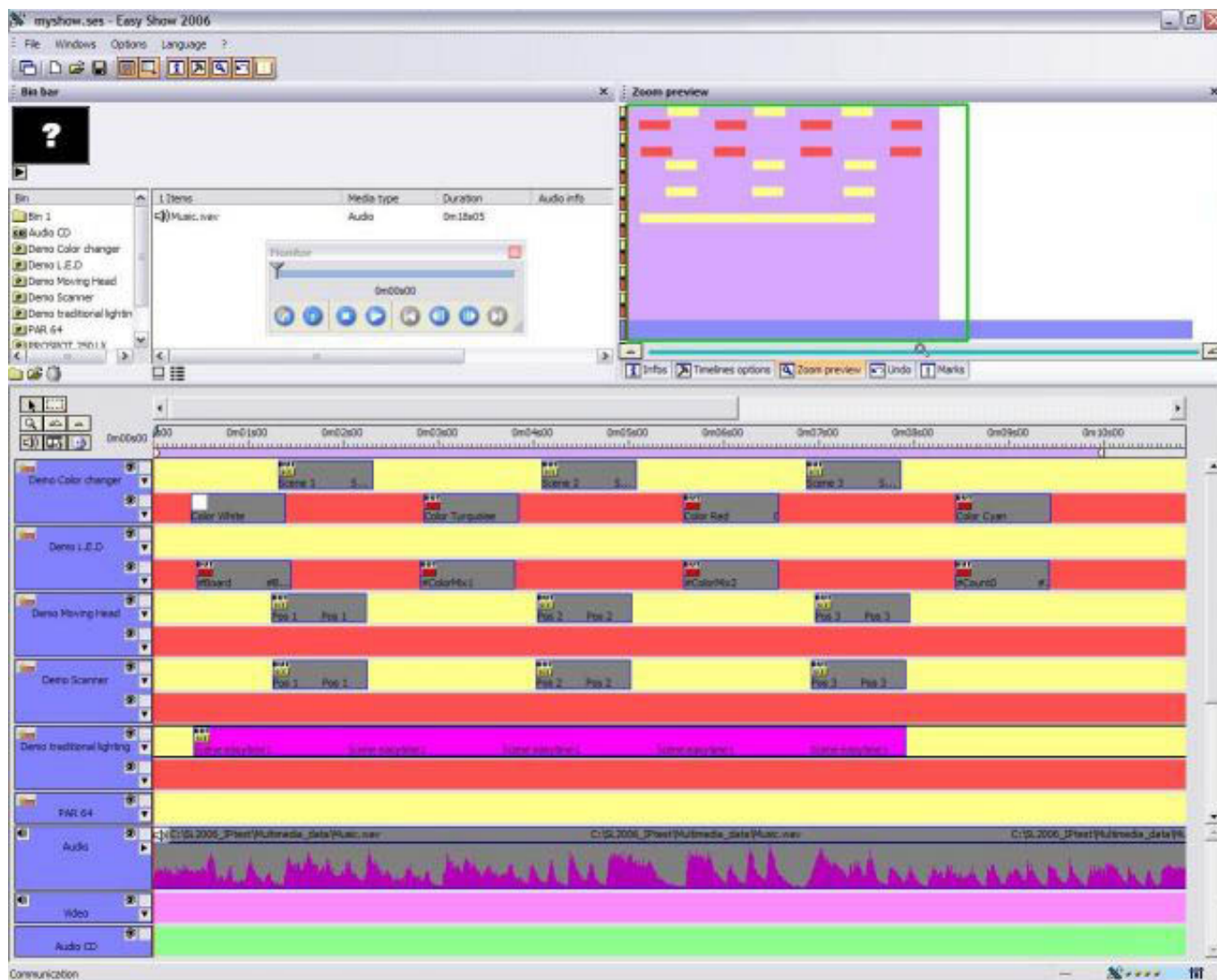
Easy View

Notre logiciel de visualisation 3D montre vos projecteurs tels qu'ils seraient s'ils étaient connectés à votre ordinateur. C'est l'idéal pour préparer votre show à la maison ou au bureau. Vous pouvez créer votre propre scène, ajouter des objets, des textures... Il est aussi possible d'enregistrer une vidéo de votre scène "en action", prendre des photos, ou encore imprimer des plans de feu en 2D...



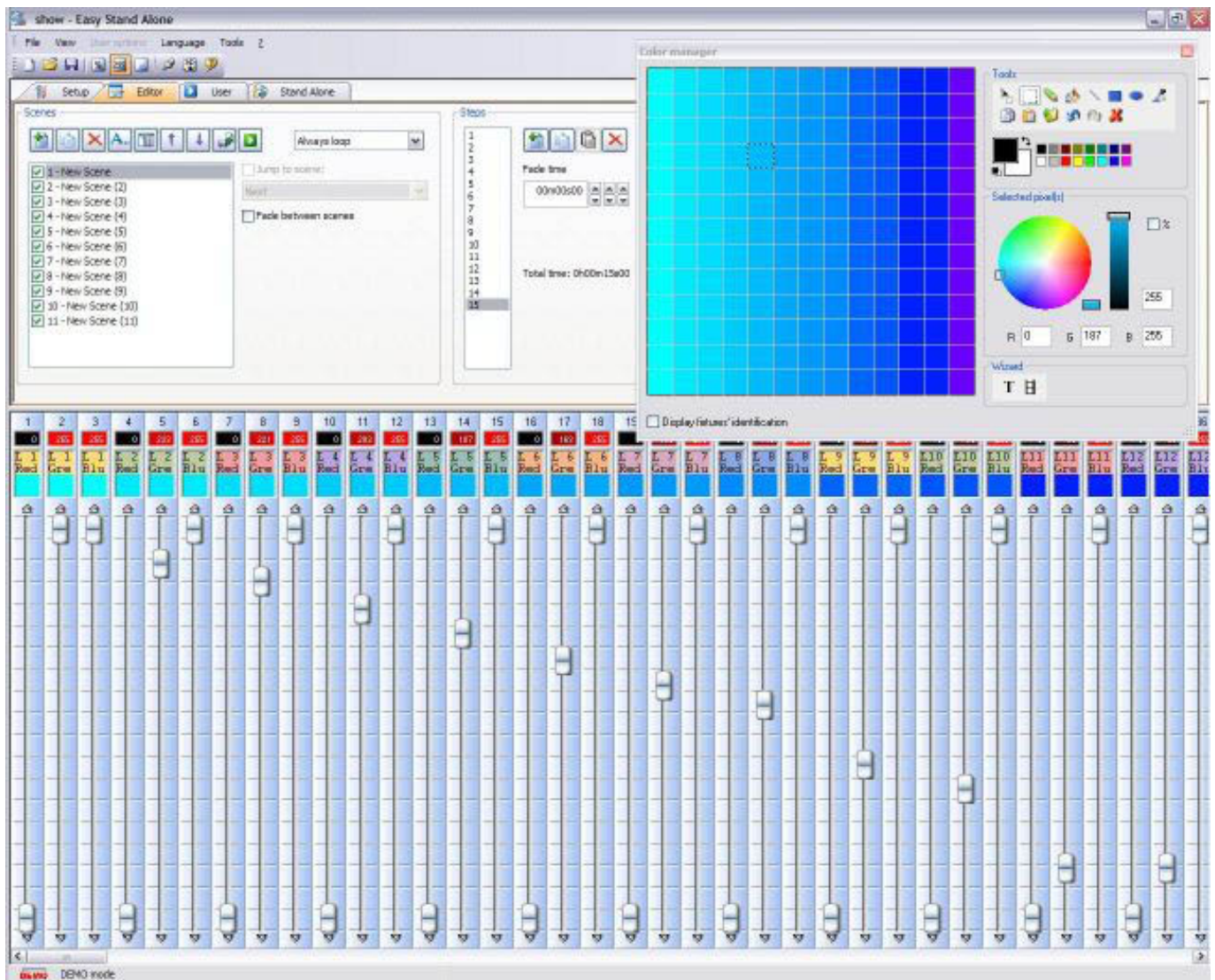
Easy Show

C'est l'outil idéal pour synchroniser vos projecteurs avec du son ou de la vidéo. A la manière des logiciels d'édition de vidéo ou de son, Easy Show utilise des timelines où vous pouvez glisser vos effets lumières ainsi que vos fichiers multimedia.



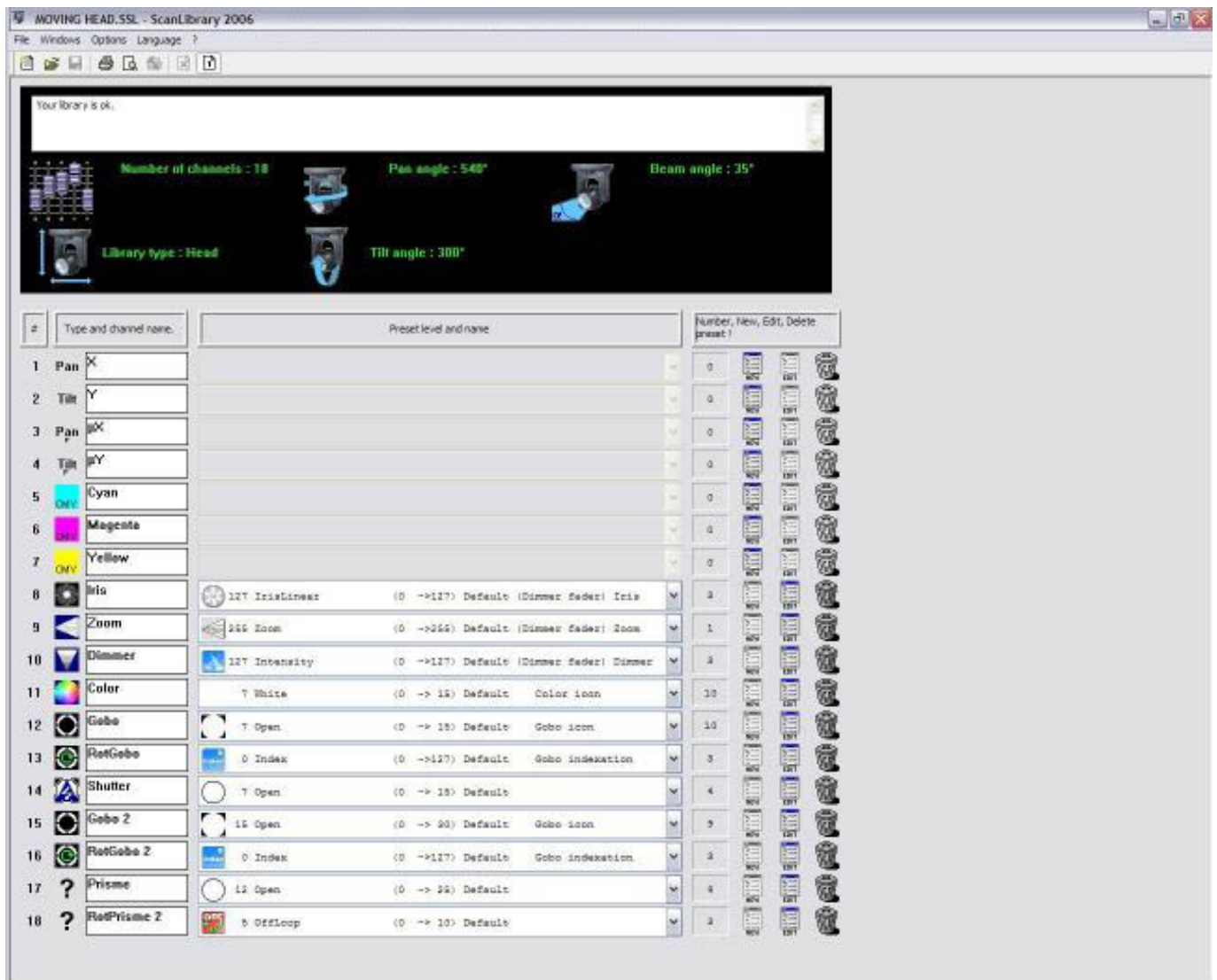
Easy Stand Alone

Cet outil permet de créer des effets lumières puis de les télécharger dans la mémoire autonome de votre interface. Le nombre de pas disponibles dépend de la quantité de projecteurs (canaux DMX) utilisés dans votre show. Vous pourrez ensuite utiliser l'horloge interne de l'interface pour déclencher votre show ou bien utiliser le connecteur I/O.



Scanlibrary Editor

Créez vos propre librairies de projecteurs grace à cet outil, tous les effets sont disponibles (couleur, gobo, priseme, etc...).



II Pour débuter en programmation

Overview

Une fois le chapitre "Bienvenue" lu, vous devriez avoir une bonne idée de ce que vous allez pouvoir réaliser avec le logiciel. Il est maintenant temps de créer les effets que vous avez dans la tête...

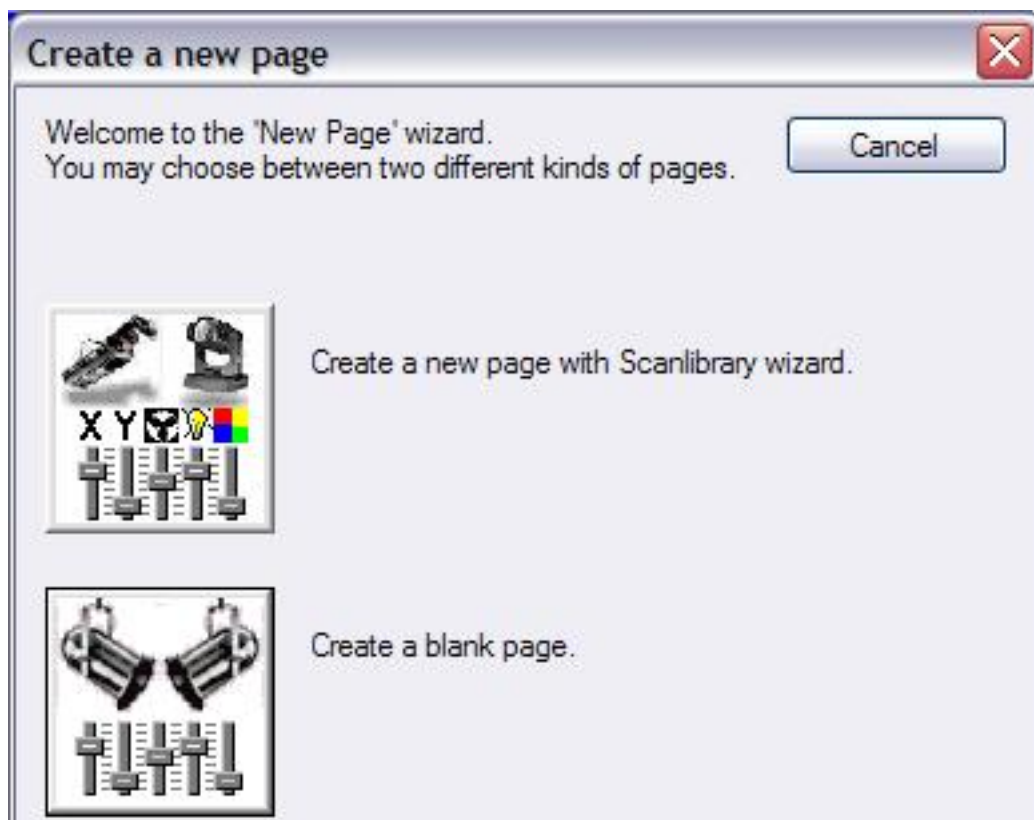
Ce chapitre explore les fonctions disponibles lors de l'ajout de nouveaux projecteurs avec l'assistant "Nouvelle page". Nous verrons ensuite les boutons pré-programmés et l'utilisation de la fonction "Comme l'état actuel des circuits" et terminerons avec les raccourcis claviers pour le déclenchement de votre show.

1. Ajout de vos projecteurs

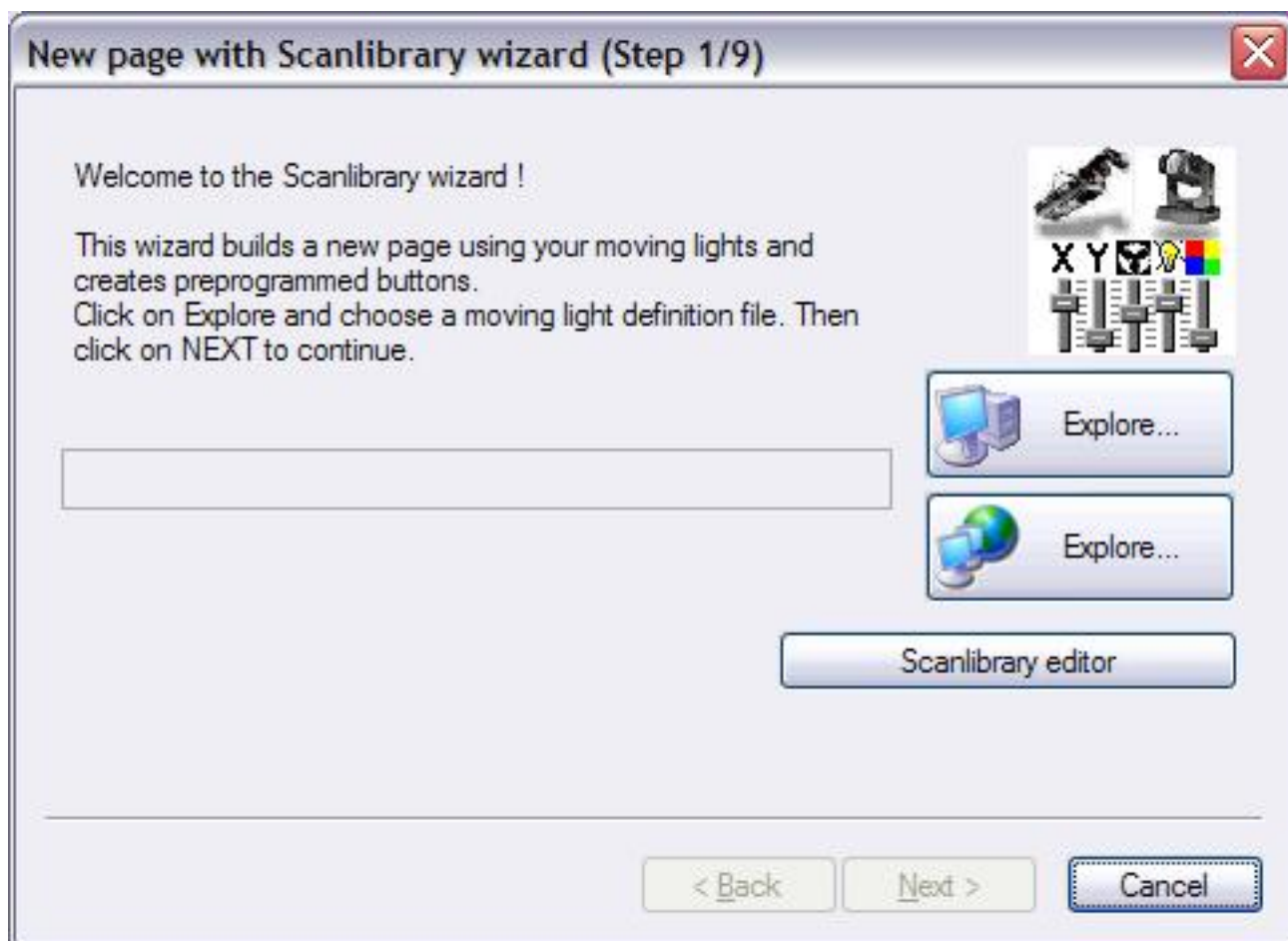
Le logiciel Sunlite inclut une librairie de plus de 2000 projecteurs, dans la plupart des cas vos appareils seront inclus dans la librairie.

Les appareils sont regroupés par pages dans le logiciel. Pour ajouter des appareils, allez à :

Menu page - Nouvelle page

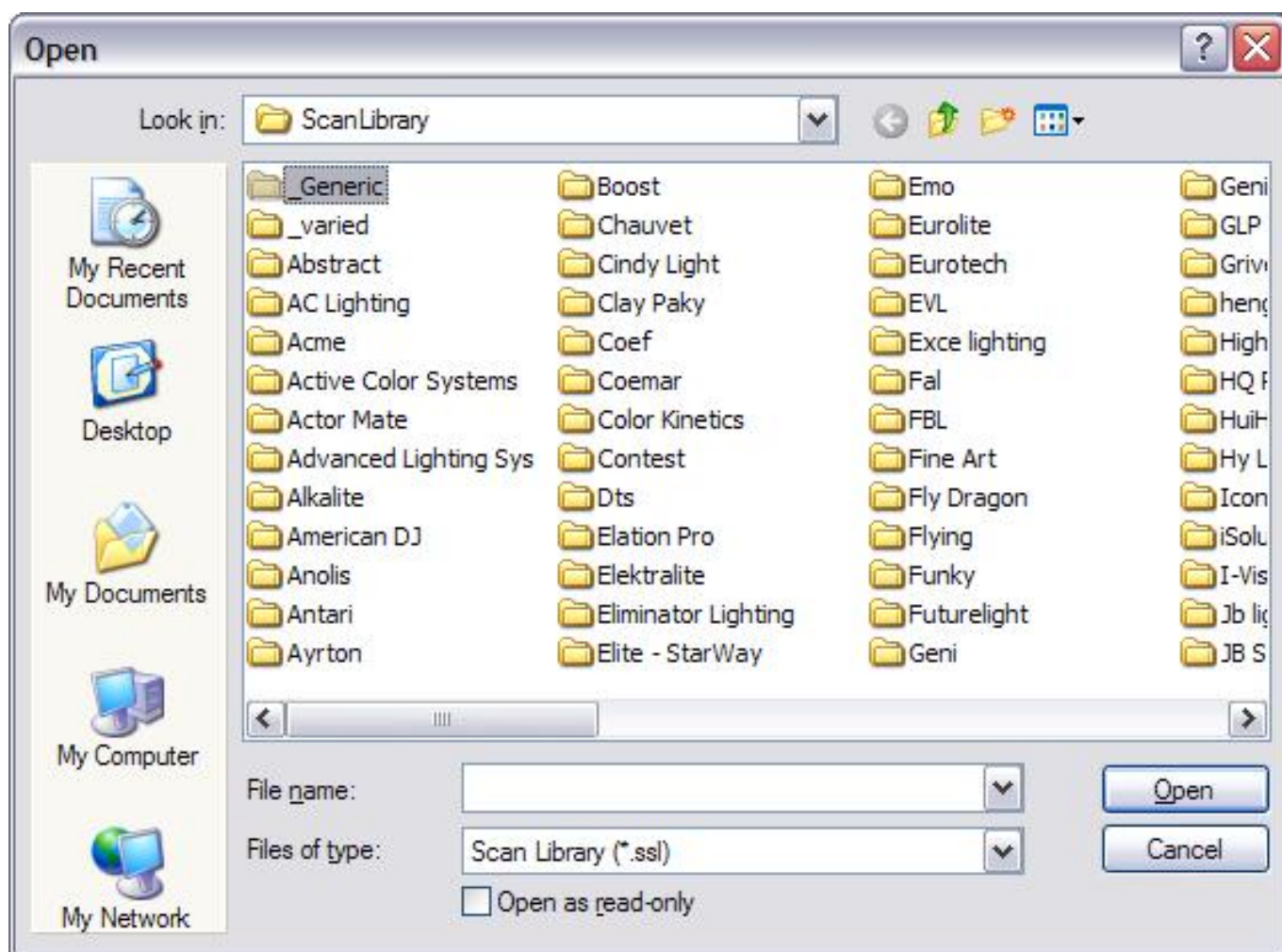


2 boutons sont disponibles. Le premier "Crée une nouvelle page avec l'assistant ScanLibrary" ouvre la librairie de projecteurs. Le second "Crée une nouvelle page vierge", ajoute une nouvelle page vierge avec une nombre donné de canaux DMX.



The premier bouton "Parcourir" vous permet de chercher votre projecteur dans la librairie installée sur votre ordinateur avec le logiciel. Le second bouton est un lien vers la librairie en ligne.

Nous vous recommandons de parcourir la librairie du logiciel dans un premier temps, la majorité des appareils sont disponibles. Le troisième bouton ouvre l'éditeur ScanLibrary, cet outil permet de modifier ou créer un nouveau projecteur. Vous trouverez plus d'informations sur la création de nouveaux projecteurs dans le manuel de l'éditeur ScanLibrary.



Une fois votre projecteur sélectionné, vous devrez spécifier l'adresse DMX de votre premier appareil puis leur quantité.

New page with Scanlibrary wizard (Step 2/9)

Enter the DMX starting address, the number of fixtures and the moving shortcut keys. Then click on NEXT to continue.

Starting DMX address End DMX address

Number of fixtures

Matrix ☐

DMX universe

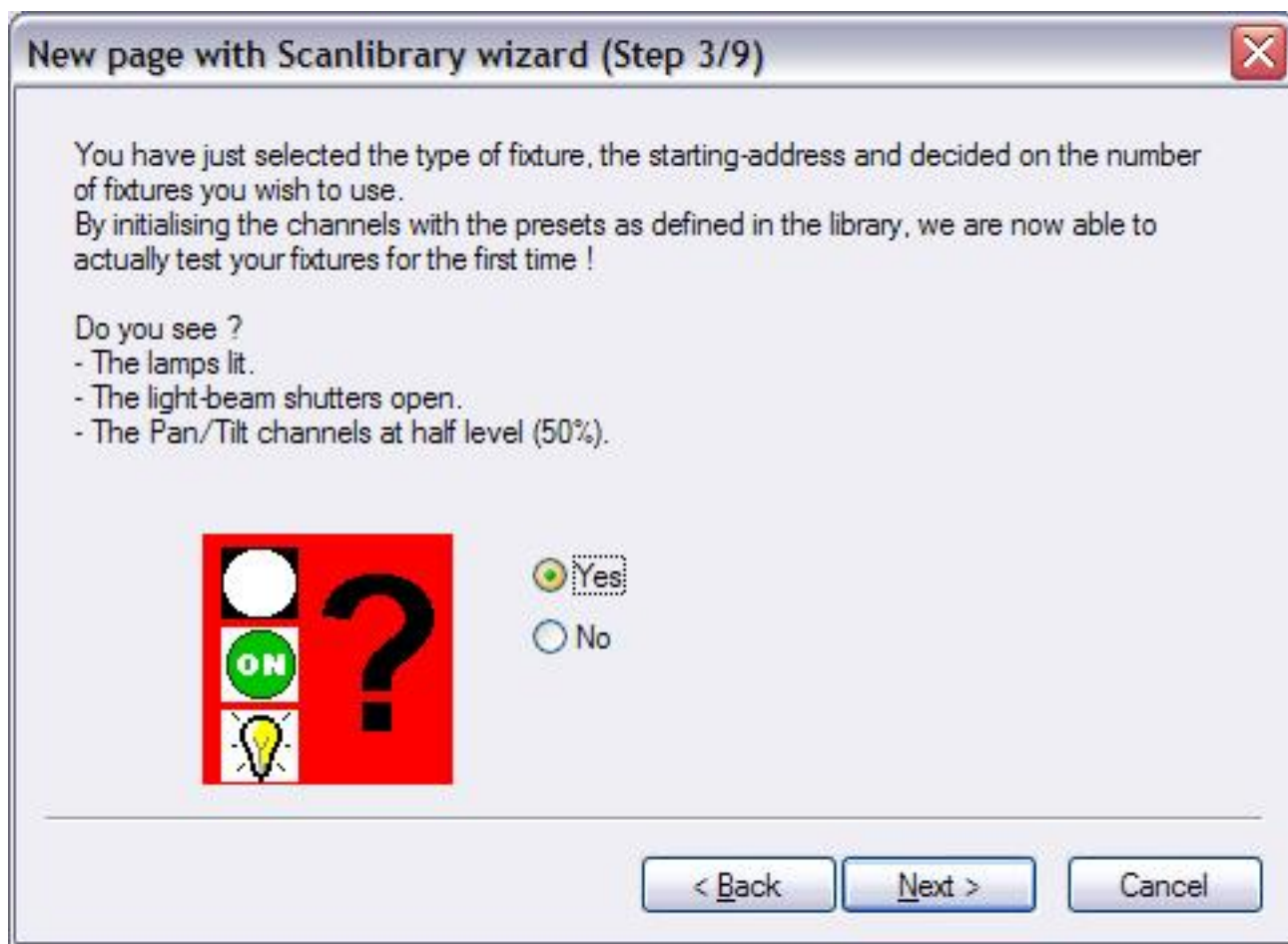
Shortcuts Keyboard mode

Type : Head
 Number of channels : 18
 Resolution : 16 bits (4 DMX channels)

Note: The shortcut keys allow you to move each fixture using the mouse.

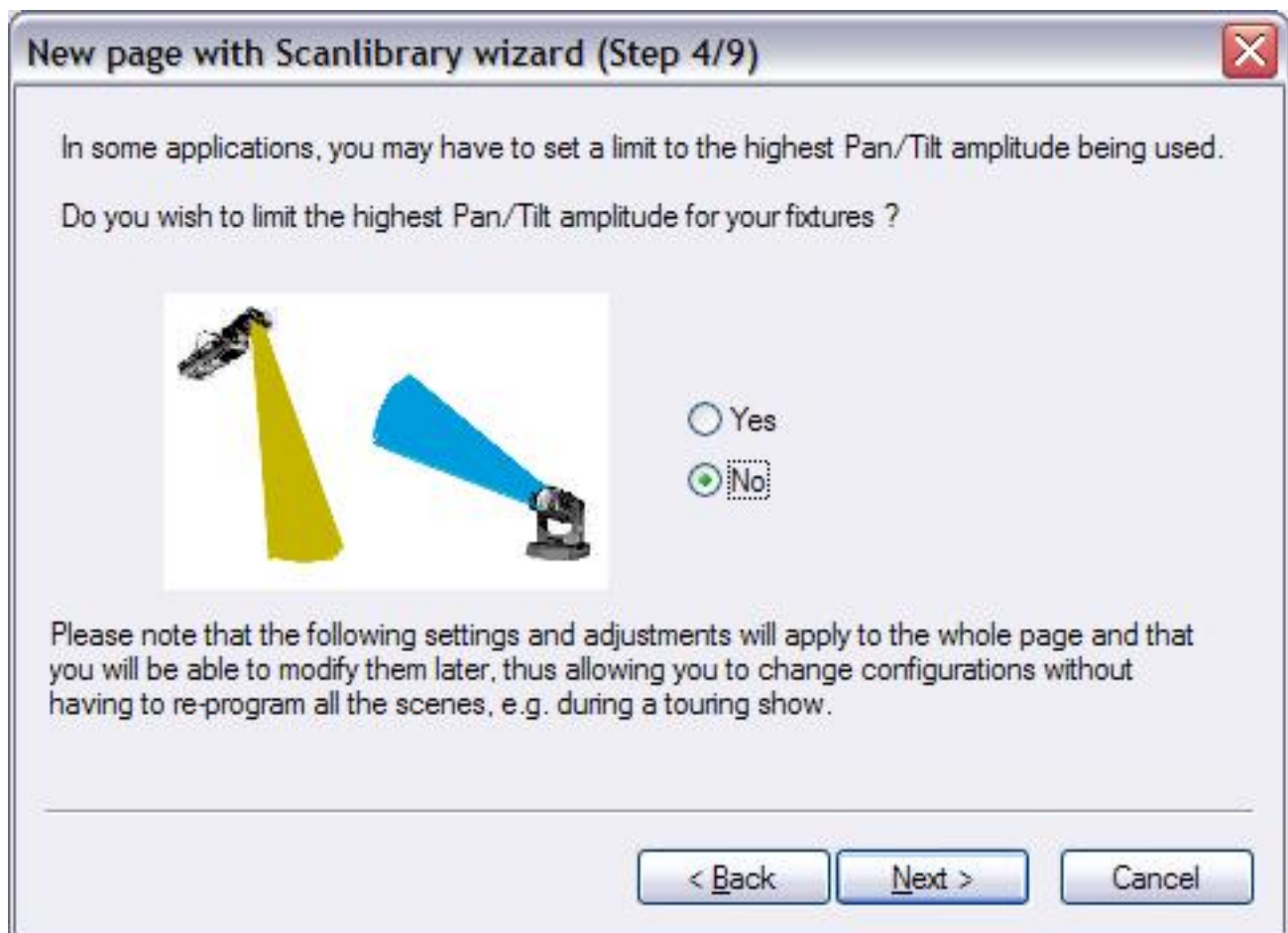
< Back Next > Cancel

Cet écran permet aussi de sélectionner l'univers DMX à utiliser (dans le cas où vous utilisez plusieurs lignes DMX avec votre logiciel).

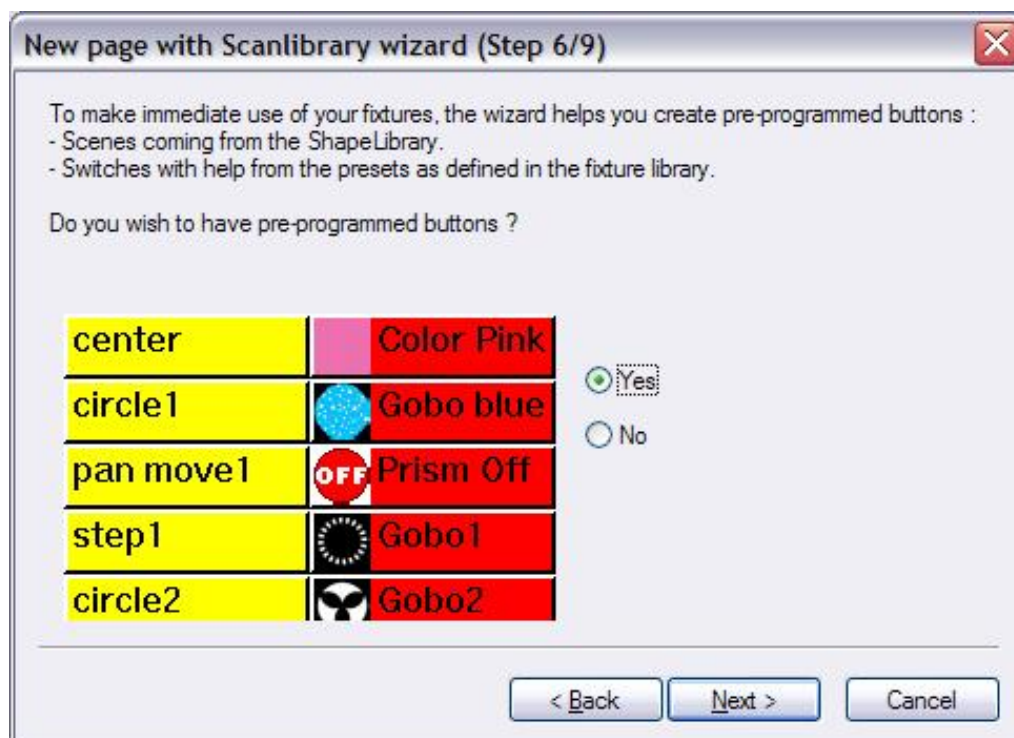


Regardez vos projecteurs (ou l'écran du logiciel de visualisation). Vous devriez voir les faisceaux s'allumer de couleur blanche à la position 50% (pan et tilt) dans le cas de projecteurs de type lyre ou scanner. Si vous rencontrez des difficultés, veuillez vérifier les paramètres suivants :

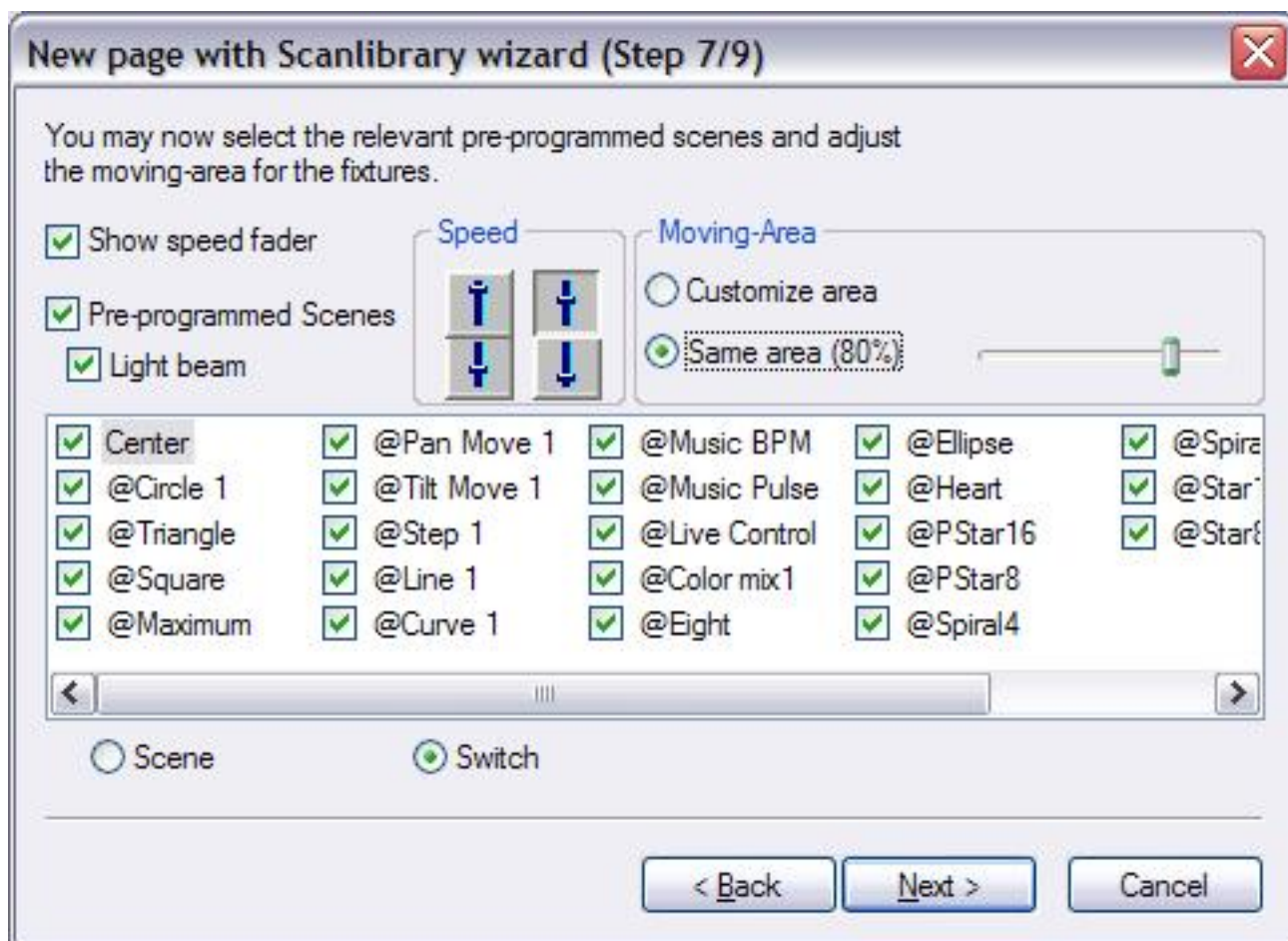
1. Etes-vous certain d'avoir sélectionné le bon projecteur (version, mode...) ?
2. Veuillez vérifier l'adresse DMX de vos appareils.
3. L'allumage de la lampe se fait de manière manuelle sur le projecteur.
4. Il y a un preset "LAMP ON", dans ce cas activez le.



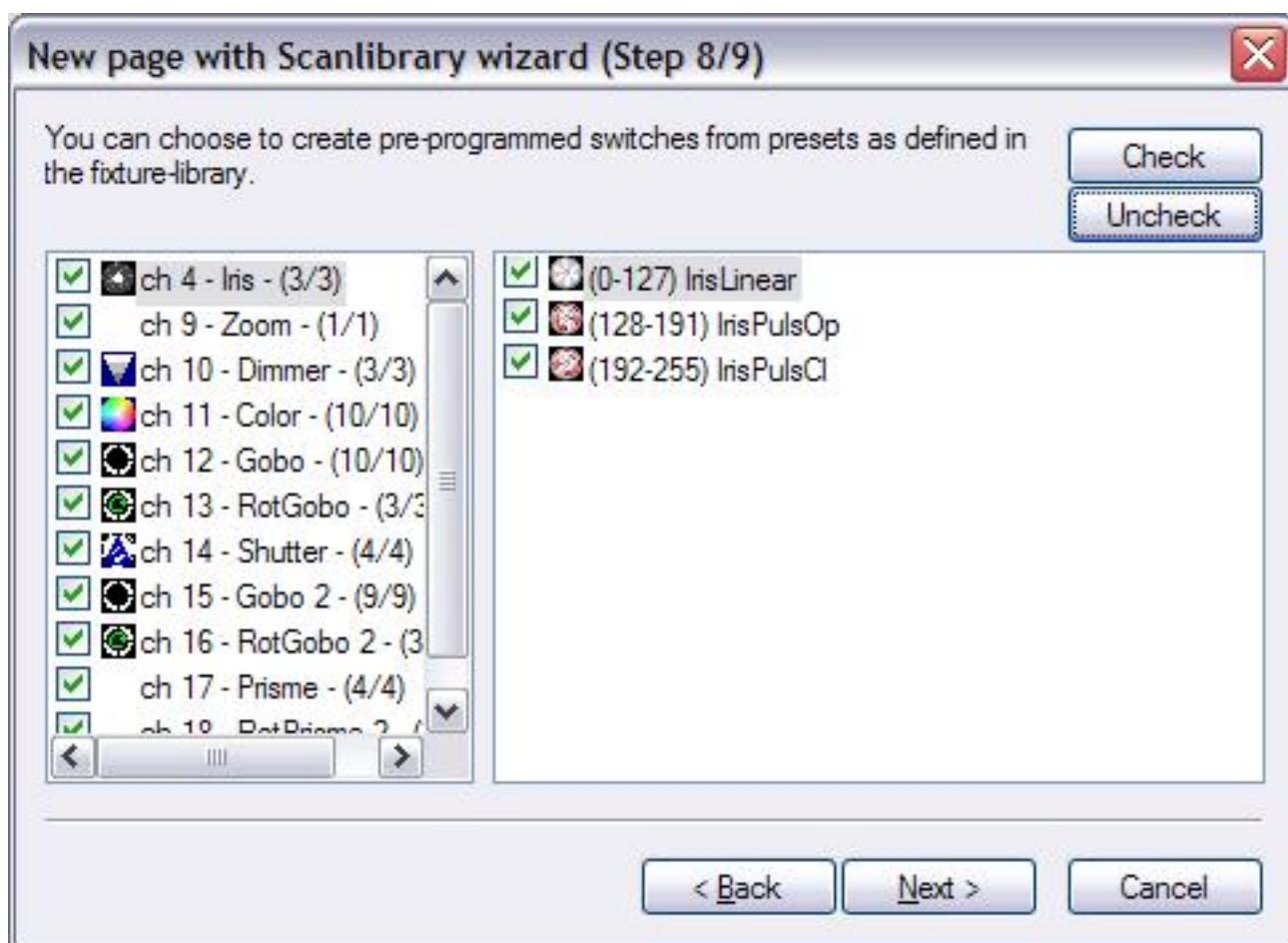
Cet écran permet de limiter les amplitudes PAN et TILT de vos appareils. Veuillez ne modifier ces paramètres que si l'utilisation du logiciel vous est familière. Il sera toujours possible de modifier ces paramètres à partir de la fenêtre "Page paramètres" du logiciel (voir plus loin dans le manuel).



L'écran suivant demande si vous souhaitez ajouter les boutons pré-programmés à votre page (mouvements, couleurs, gobos, etc...). Nous vous recommandons de répondre OUI à cette question.



Ici, vous pouvez sélectionner les mouvements pré-programmés à ajouter à la nouvelle page. Ces mouvements seront créés sous forme de switches par défaut mais vous pouvez les avoir sous forme de scènes. Il est possible de modifier la zone de déplacement de vos appareils sur votre scène pour ces effets. Il vous est ainsi possible de les adapter parfaitement à l'environnement dans lequel ils évoluent et ainsi avoir une programmation "utile" en quelques clics.

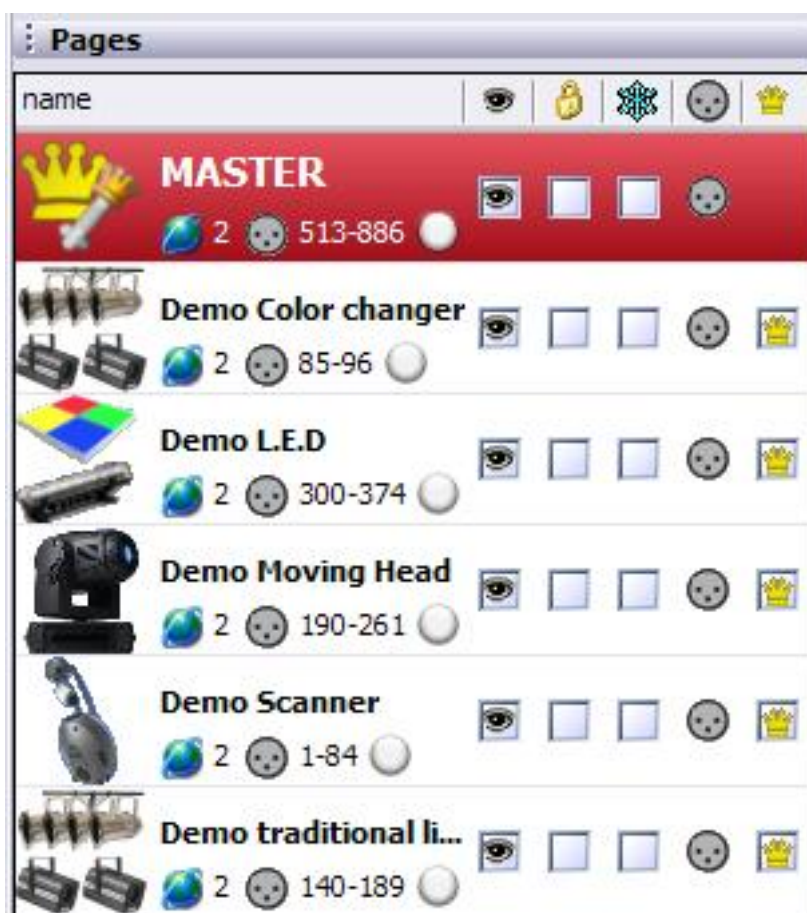


Il n'y a pas de limite au nombre de pages. Nous recommandons de créer une page pour chaque type d'appareil. Veuillez vous assurer de ne pas adresser des appareils différents aux mêmes adresses DMX !

2. Pages et boutons

Pages

Une PAGE correspond à un groupe d'appareils du même type (fabricant et modèle). Il n'y a pas de limite au nombre de projecteurs dans une page. Une page permet de contrôler tous les appareils de manière simple et efficace. Ceci peut aussi être contrôlé individuellement grâce aux groupes, voir la section "Programmation intermédiaire" du manuel.



Ne vous inquiétez pas du nombre d'options disponibles dans cette fenêtre pour l'instant. Elles seront présentées plus loin dans ce manuel et ne sont pas nécessaires à la compréhension du logiciel.

Boutons

Il existe 3 types de boutons :

- Scènes (boutons jaunes)
- Switchs (boutons rouges)
- Cycles (boutons bleus)



Scènes

Une scène peut être statique ou dynamique (mouvement...). Le logiciel crée des scènes préprogrammées qui vous permettent d'utiliser vos projecteurs sans avoir à programmer. Nous verrons plus tard comment créer une scène. Lorsque vous appelez une scène, la scène qui était en train d'être jouée est relâchée.

Switchs

Plusieurs switchs peuvent être actifs simultanément. Vous devez cliquer une seconde fois sur un switch pour le relâcher (à moins qu'il soit programmé avec un temps limité). Les switchs sont généralement utilisés pour changer de couleur, de gobo, allumer une lampe...

Cycles

Un cycle est en fait une "cue list" permettant d'enchaîner des scènes, des switchs ou encore d'autres cycles. Un cycle peut être utilisé pour synchroniser un fichier son (WAV, MP3...) avec des effets lumière.

Vous pouvez créer de nouveaux boutons (scènes, switchs...) à partir du menu "Bouton" du logiciel. Ces fonctions seront décrites plus tard dans ce manuel.

3. Boutons pré-programmés

Utilisation des boutons pré-programmés

A chaque création d'une nouvelle page de projecteurs et suivant leur type (lyres, LED's, PAR's, etc...), le logiciel ajoutera des boutons pré-programmés qui aideront à la création de vos effets.

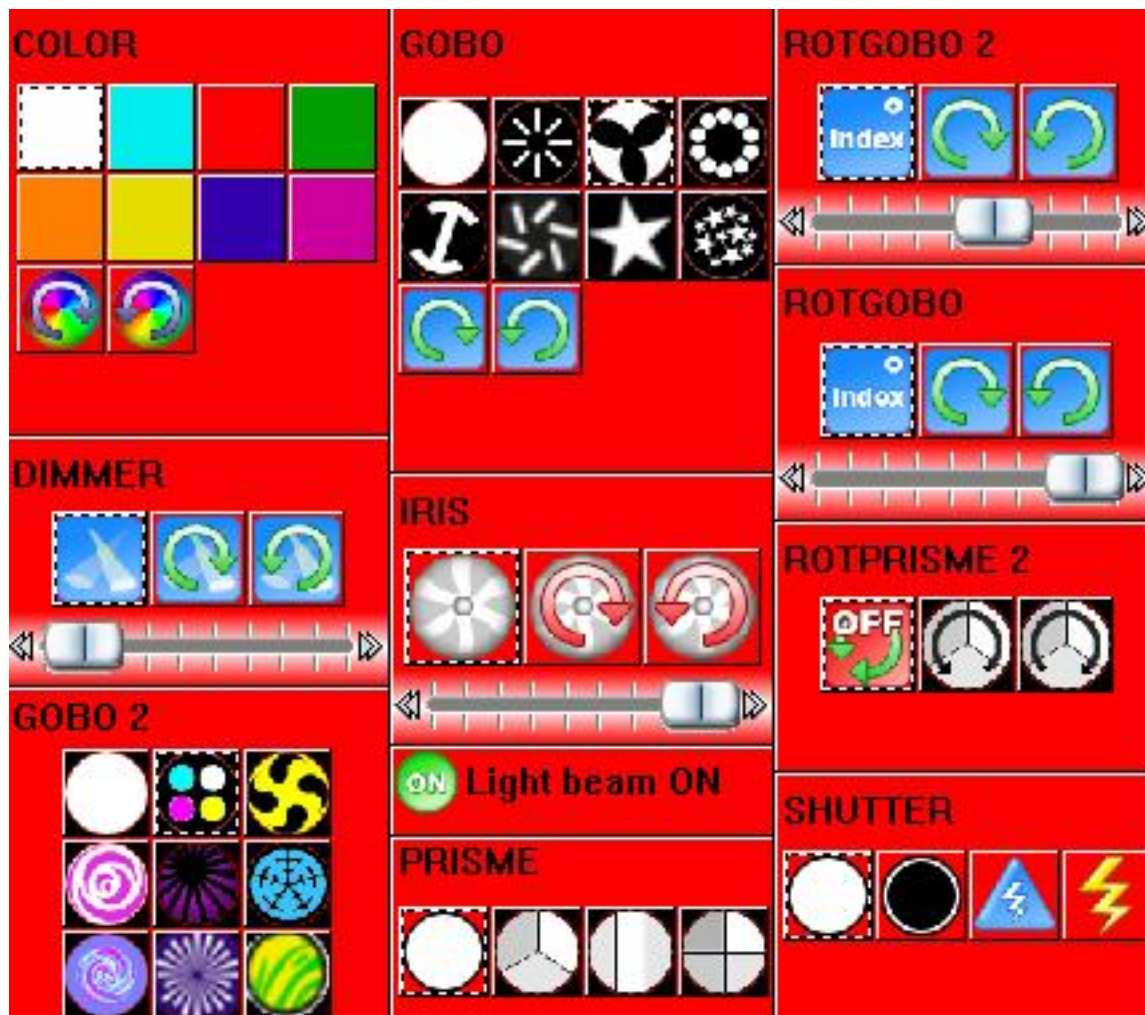
Boutons de mouvement

These are generic to all moving heads and scanners. These include the CENTER switch, which is a fixed position at 50% pan and tilt. Movement buttons include both the position and dimmer, iris, shutter, lamp information necessary to display a white/open gobo light source.

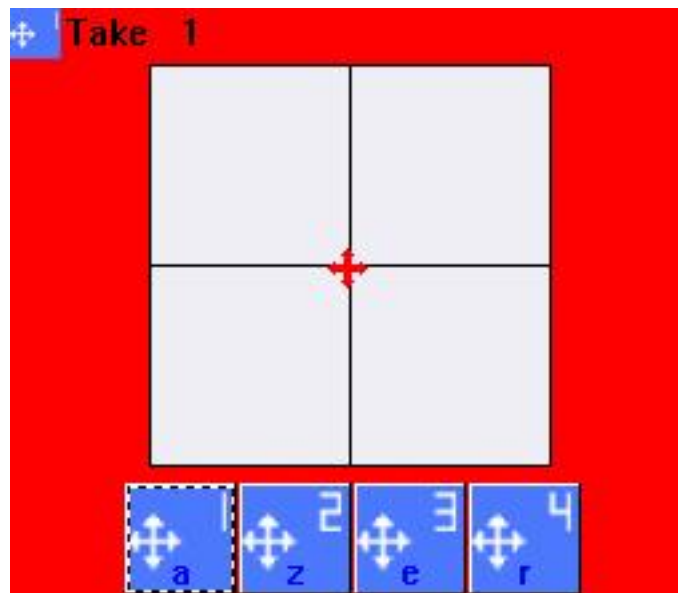


Color, gobos, effects, etc...

Depending on the features of individual lighting fixtures, there will be a button that will correspond to every function that a lighting fixture can perform. You can visualize most of these in the 3D window. The ones that you cannot visualize (like macros, for example) still have a button on the screen that would trigger the lighting effect if the real lighting fixture was connected to the computer.

X-Y

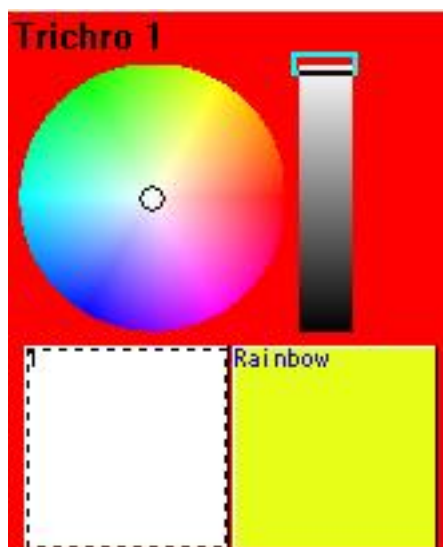
With the X-Y buttons, you can define a fixed position for the light beam of any scanner or moving head. There will be one X-Y button for each fixture in the page, so that each can be controlled individually. The X-Y buttons control only the pan and tilt channels, and not the dimmer, iris, etc. that are necessary to have a visible light beam. For this reason, we recommend you use any preprogrammed Movement button (in particular CENTER) to have a visible beam first, and then move your fixtures to their position.



RGB

If your lighting fixture has RGB or CMY capability, there will be a Color Wheel button that will allow you to select the color displayed by the fixtures and the intensity of the light beam.

As we explained earlier, you can press different buttons simultaneously. For example, you can select the Circle movement, then add a Blue color, then add a Star gobo, then add a Prism effect, then add Gobo Rotation, then fix a couple fixtures in a defined position, and so on...



4. Création de boutons avec la fonction COMME L'ETAT ACTUEL

Présentation

Ce chapitre décrit la création d'une scène avec la page de DEMO moving heads. Si vos appareils sont connectés au logiciel, vous pouvez utiliser les boutons préprogrammés pour les contrôler.

Step 1 - Ouverture des faisceaux

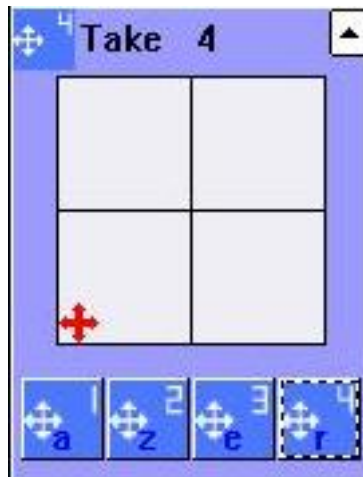
La première chose à faire est l'ouverture des faisceaux de vos projecteurs. Cela peut-être fait de diverses manières. Cependant, ici nous utiliserons le bouton [Centre].

Cela aura pour conséquence l'ouverture des faisceaux de couleur blanche et la mise à 50% des canaux PAN et TILT (faisceau centré) de vos appareils sans gobo. Il devrait s'agir de la position de départ pour la création de vos premières scènes.



Step 2 - Positionnement des faisceaux

Avec la fenêtre X-Y, vous pouvez ajuster la position des faisceaux de vos projecteurs. La page contient un bouton pour chaque appareil. Cliquez simplement sur le bouton de votre choix, et déplacez ensuite la croix rouge à l'intérieur de la zone de déplacement et ainsi de suite pour les autres appareils.



Step 3 - Ajout d'effets

Une fois les positions de vos appareils programmées, vous pourrez ajouter autant d'effets que disponibles sur vos appareils : gobo, couleur, prisme...

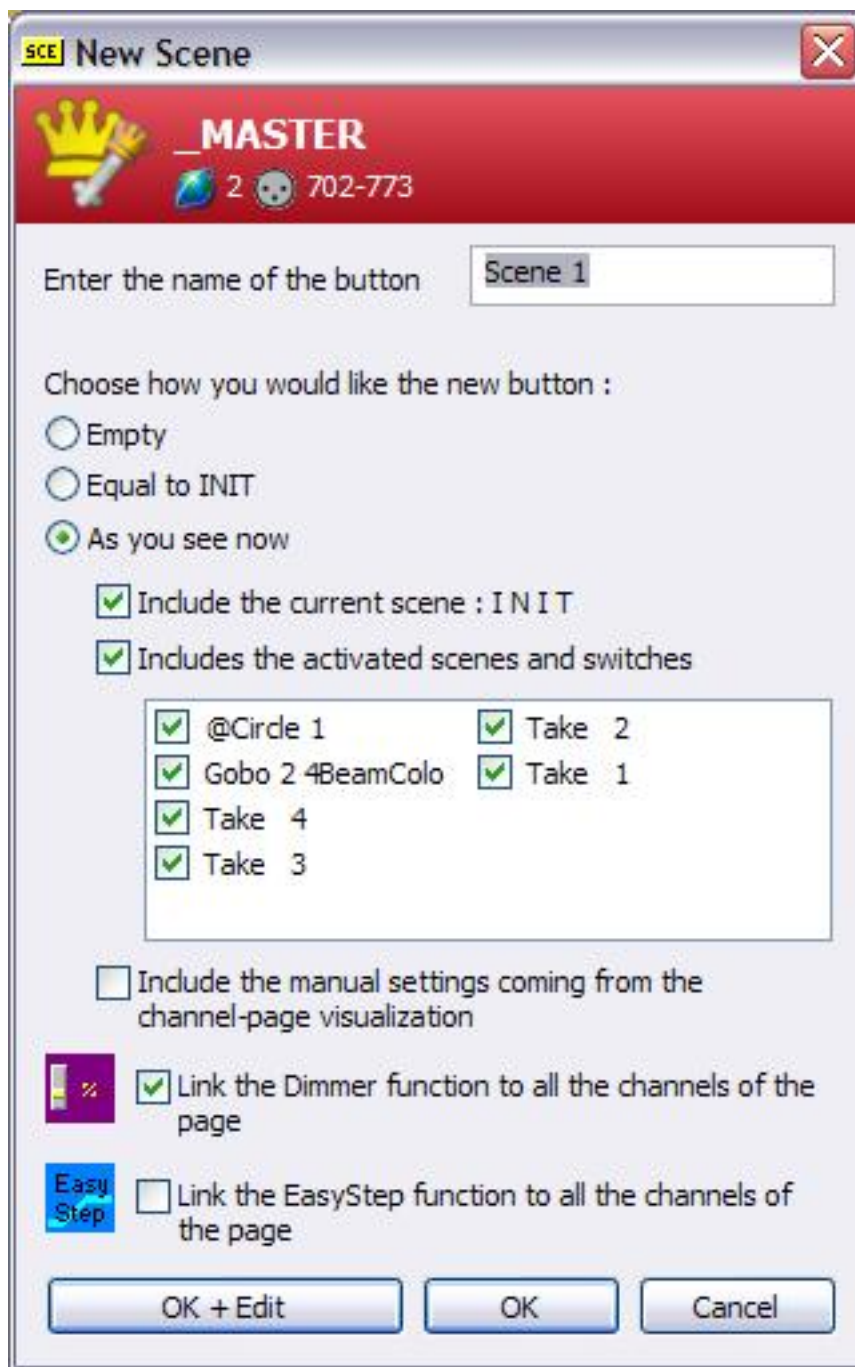
Il suffit de cliquer sur le bouton correspondant à une effet pour l'activer. Cliquez à nouveau dessus pour le désactiver.



Step 4 - Comme l'état actuel des circuits

Une fois votre combinaison de boutons définie, vous souhaitez certainement la sauver. Pour cela, vous devez créer un nouveau bouton et y sauver la combinaison.

Menu bouton - Nouvelle scène



Vous pouvez spécifier un nom pour votre bouton dans le casier (en haut). Il est très important de sélectionner l'option "comme l'état actuel", celle-ci permettant de sauvegarder votre combinaison de boutons.

Ne vous préoccupez pas des autres options pour l'instant. Elles seront décrites plus tard.

Pour terminer, cliquez sur [OK] pour créer le bouton.

Note

: Vous pouvez créer un nouveau switch à la place d'une scène. La différence principale, comme vu dans le précédent chapitre, est que l'appel d'une scène relâche automatiquement celle en train d'être jouée alors que plusieurs switches peuvent être joués en même temps..

Continuez à utiliser les boutons préprogrammés pour créer autant de nouveaux effets que vous souhaitez. N'oubliez pas que plus vous utiliserez le logiciel, plus vous vous familiariserez avec ses

différentes options.

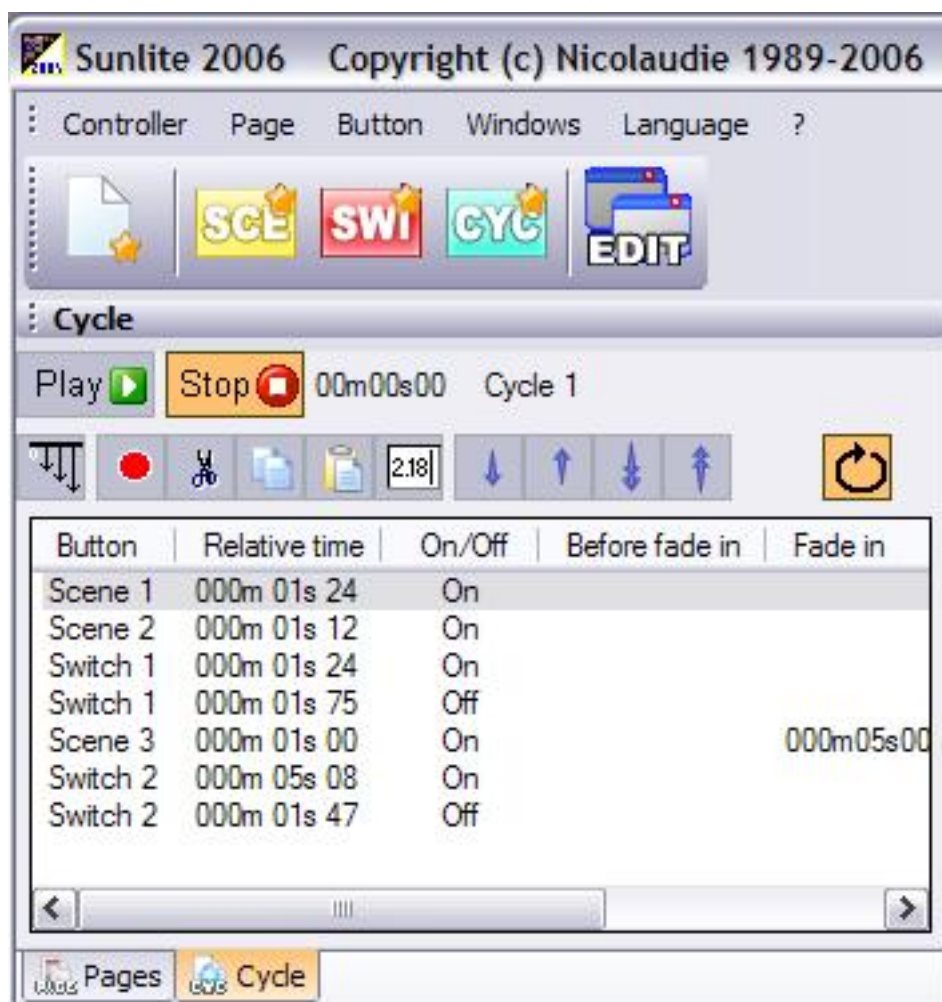
5. Enregistrement de Cycles

Une fois vos scènes et switches créés, vous souhaitez certainement les enchaîner de manière automatique sous forme de séquence. Vous devrez donc utiliser les CYCLES. Un cycle est un enchaînement de boutons : scènes, switches ou même cycles.

Pour créer un nouveau cycle allez à :

- Menu bouton - Nouveau cycle

Un nouveau bouton Cycle apparaît alors sur votre écran, cliquez dessus et l'écran suivant sera alors visible au dessous de la liste de pages.



Pour débuter l'enregistrement d'un cycle, vous devez :

1. Cliquez sur le bouton Cycle
2. Cliquez sur les boutons (scènes, switches ou cycles) que vous souhaitez enchaîner, dans l'ordre

souhaité

3. Une fois terminé, cliquez sur le bouton [PLAY] afin de tester votre cycle et sélectionnez [OUI] pour enregistrer les modifications.

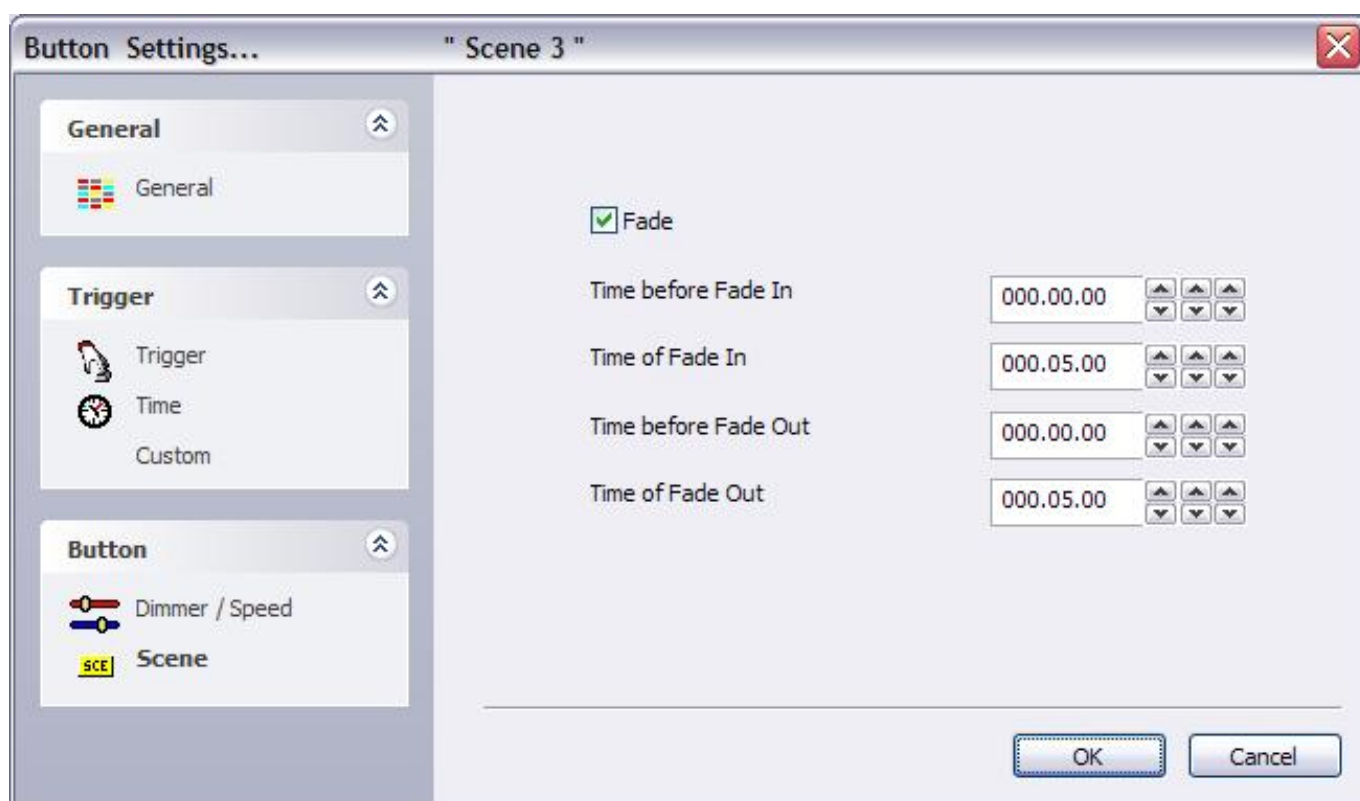
Vous démarrez la lecture du cycle en cliquant sur [PLAY] ou en cliquant sur le bouton cycle dans votre page. Vous devez arrêter la lecture si vous souhaitez modifier les temps de chaque pas. Cliquez ensuite sur le bouton TIME (avec [2.18] dessus). La fonction "GO" permet de passer le cycle en défilement manuel à l'aide des touches [PgDn] et [PgUp] de votre clavier.

Si vous souhaitez supprimer un pas de votre cycle, arrêtez la lecture, sélectionnez le pas et cliquez sur le bouton COUPER (ciseaux) de la barre d'outils. Si vous souhaitez ajouter une scène ou un switch, cliquez sur le bouton ENREGISTRE (bouton rouge) et cliquez ensuite sur le ou les boutons à insérer.

L'option BOUCLE (flèche circulaire) permet de spécifier si votre cycle doit boucler ou s'arrêter lorsque sa lecture est terminée.

Note : Pour ajouter des temps de fondu à vos scènes, vous devez les sélectionner dans votre page et aller au menu

Page - Paramètres

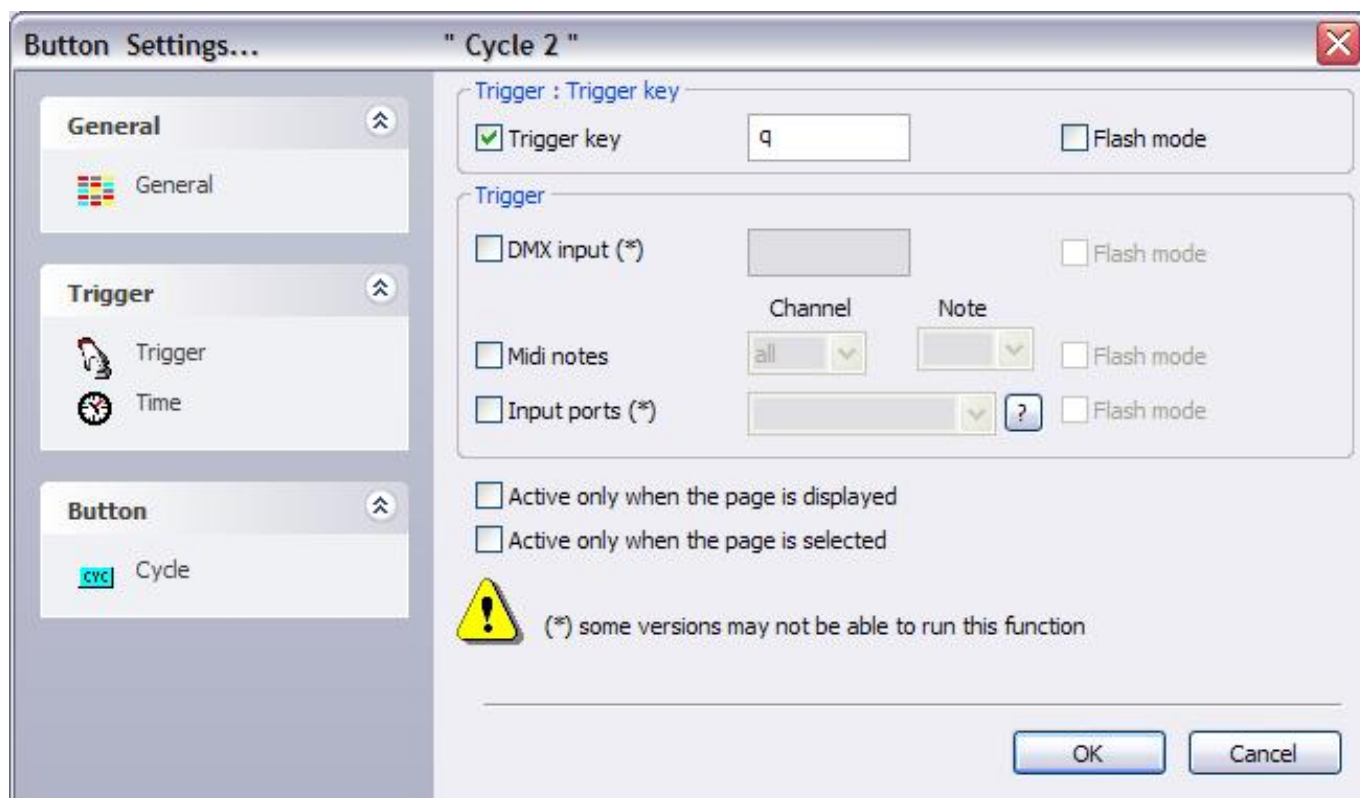


Sélectionnez "Scène" dans le menu (dernier choix possible) et spécifiez ensuite les temps de fondu et d'attente pour votre scène dans la fenêtre ci-dessous. Seules les scènes peuvent effectuer des fondus, cela n'est en aucun cas possible avec des switches.

6. Raccourcis claviers

Les boutons de vos pages peuvent être déclenchés à partir des touches de votre clavier. Vous pouvez assigner n'importe quelle touche de votre clavier aux boutons de vos pages. Pour cela, allez à :

Menu boutons - Paramètres



Select the "Trigger" option on the left, then tick the "Trigger key" box on the top, and assign whatever letter you want. "Flash mode" creates keys which are only active while the keys are physically being pressed; the moment you release your finger from the keyboard, they will automatically become inactive (only works with Switches, not Scenes). Try this FLASH key option with the Strobe effect, for example.

A useful shortcut to assign keyboard triggering:

1. Activate the button by clicking on it with your mouse
2. Simultaneously press the [CTRL] key and the [letter] key that you want to use

Note: A "key" is defined as any character on your keyboard; i.e. [q] and [Q] are different, so are [3] and [#], etc. This allows you to have around 90 hotkeys from your keyboard.

You will see that a small blue letter (the one you pressed on your keyboard) will appear inside the button. Every time you press this key, that button will be activated (and inactivated, if it is a Switch).

If you assign the same letter on the same button twice, the shortcut letter inside the button will turn green, which represents FLASH keys (explained above).

You can only use a key once within each page, but you can use the same key on multiple pages. This allows you to trigger effects simultaneously across all your lighting fixtures (i.e. try the red color, or the closed shutter, etc, across multiple pages). The Master page makes this simultaneous control much easier, and will be explained in the following chapter.

Note: Touchscreens, MIDI devices, DMX wings, and IO keypads can also trigger any button within the Sunlite software, as you can see inside the Button Settings window. These will be explained further in Chapter 4 “Advanced Programming”.

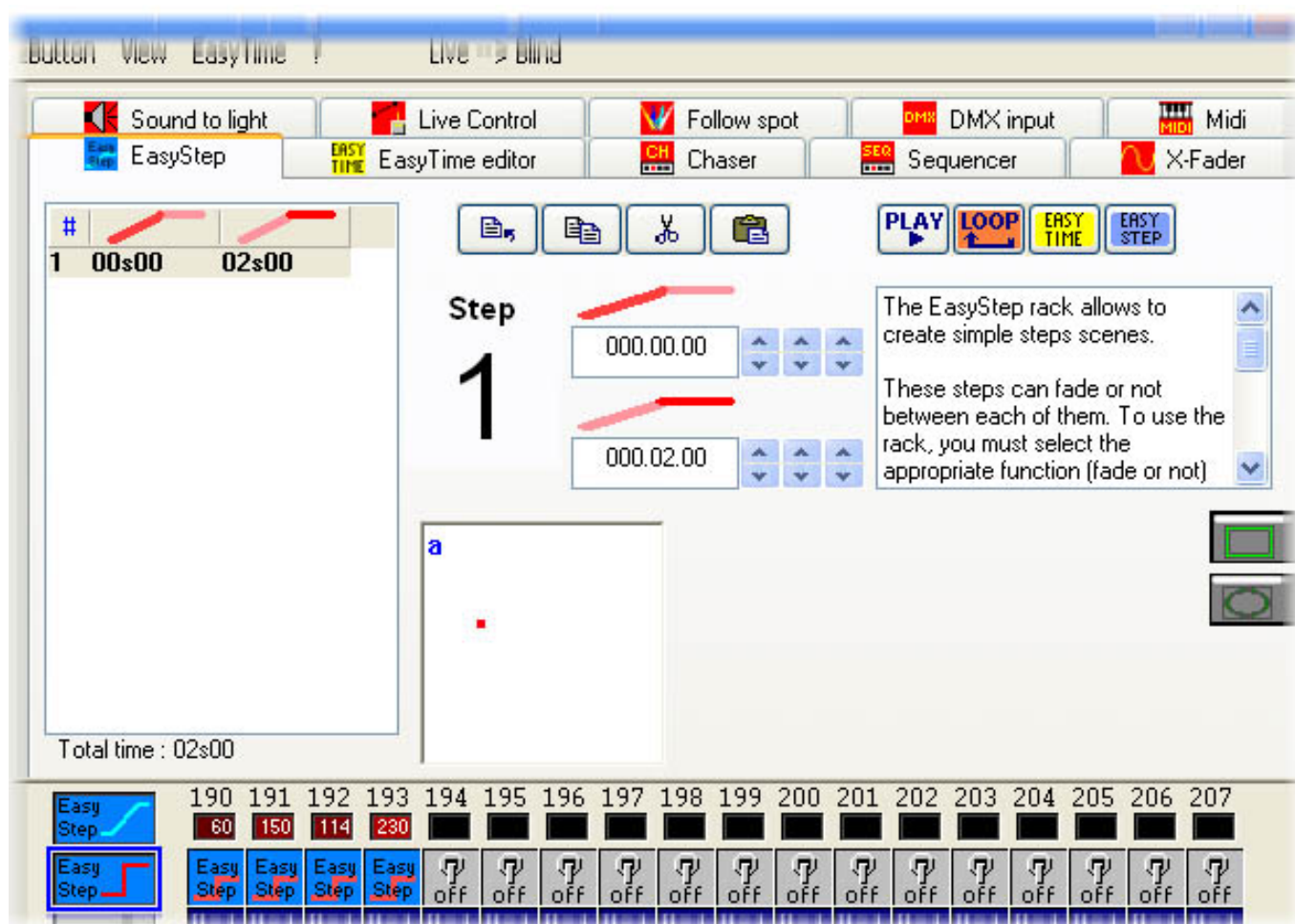
III Programmation intermédiaire

The following chapter presents you with intermediate level tools to continue creating lighting scenes.

1. Création de boutons avec Easy Step

The EasyStep rack (tab) inside the BUTTON EDITOR allows you to create simple scenes based on steps, where you can set fade and wait times between each.

Create a "New scene" or "New switch" from the "Button" menu and then select the "Link the EasyStep function to all channels of the page". This will convert all channels into EasyStep channels, so every step in your scene could include effects from any or all channels.

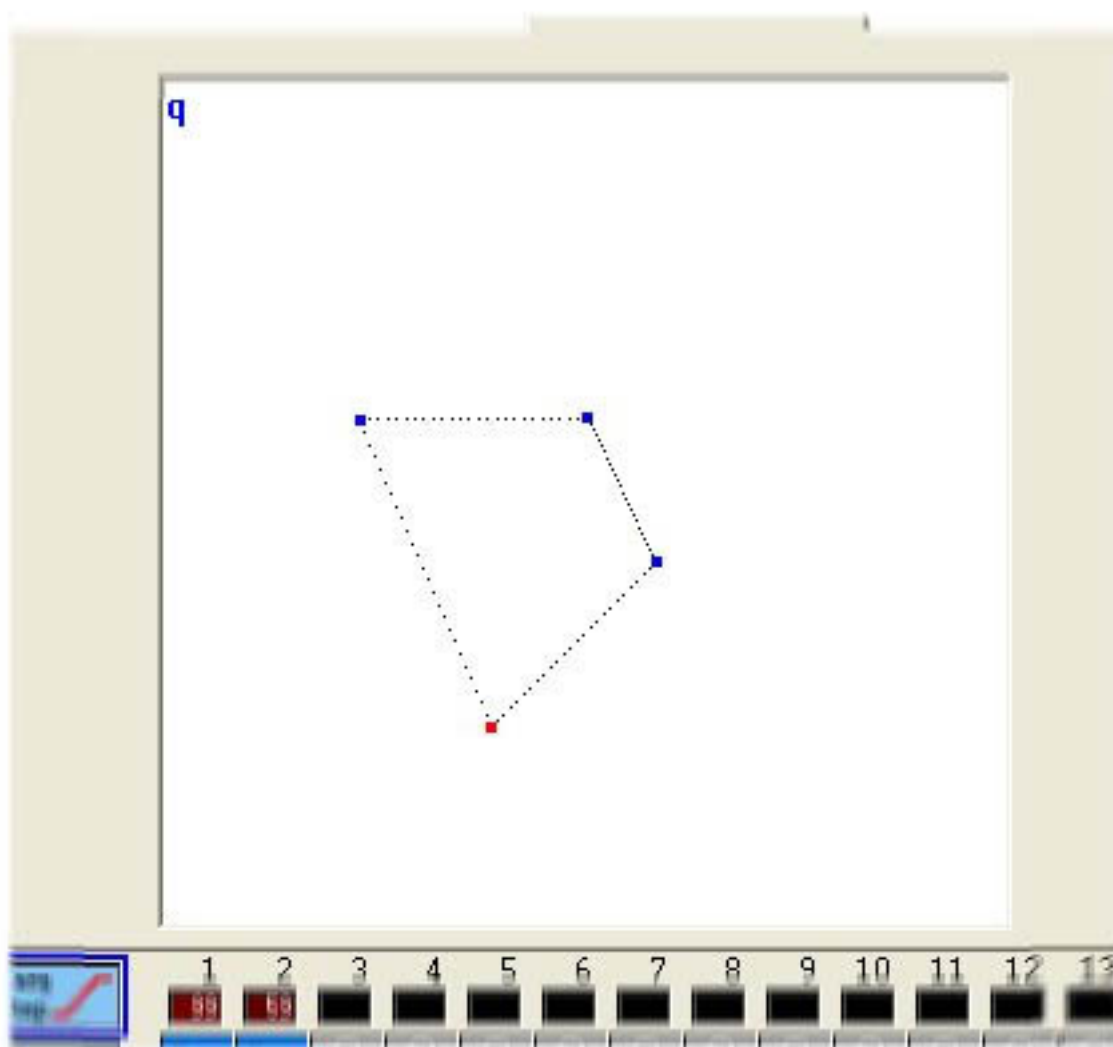


You can change the properties for each channel manually, if you want. Simply select any of the buttons on the bottom left (2 EasySteps, 1 ON/OFF, 1 Dimmer), and then click at the top of each

channel. For the moment, it is best if you leave all channels as EasyStep channels.

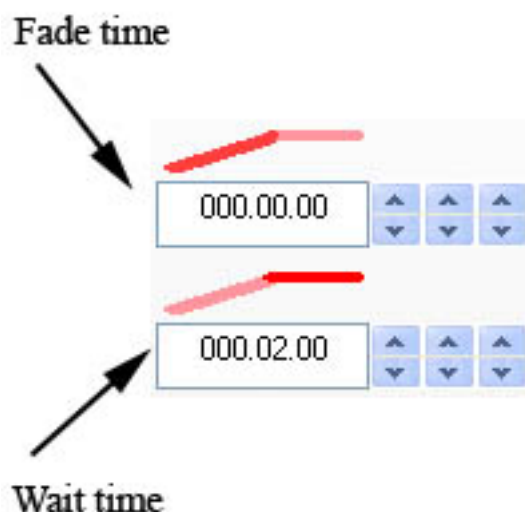
When you create an EasyStep sequence, you can go through your steps for each channel in one of two ways: with or without fade. Light beam movement might look better fading in between positions, but gobo rotation might look better as a step change in between the two. To do this, you must use the "EasyStep with fade" function on Pan/Tilt channels and "EasyStep without fade" function on the gobo channels, for example.

To change these properties, use the two EasyStep buttons at the bottom left, where the top ramp-like button represents WITH FADE, and the second step-like button WITHOUT FADE).

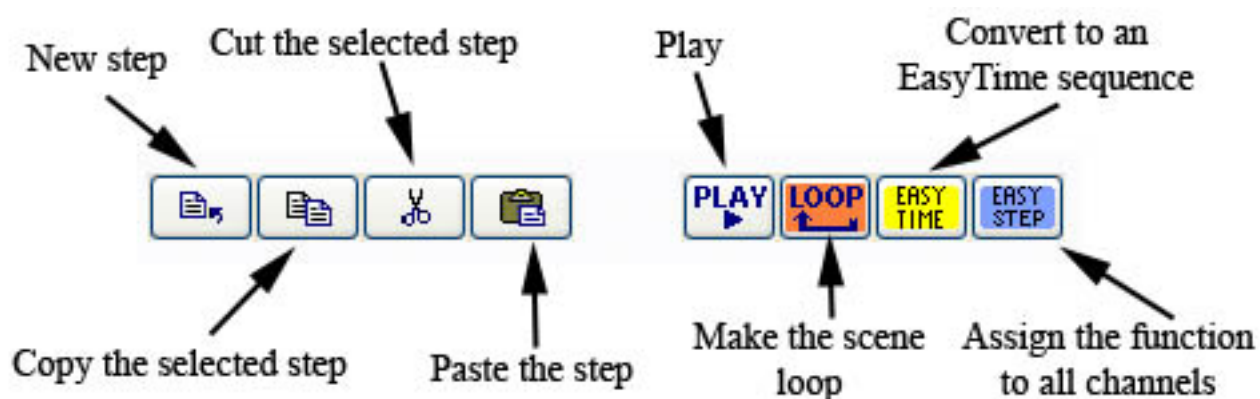


Each corner in the picture represents the X-Y position in each step. These can be moved individually with the mouse. Steps with fade in between show dotted lines in between the corners in the shape area. Steps can be selected by clicking on the corresponding point (white area) or directly from the step list at the top.

To set the FADE and WAIT times for each step, use the number boxes at the top (minutes.seconds.1/100). The top box controls fade and the bottom one wait times.

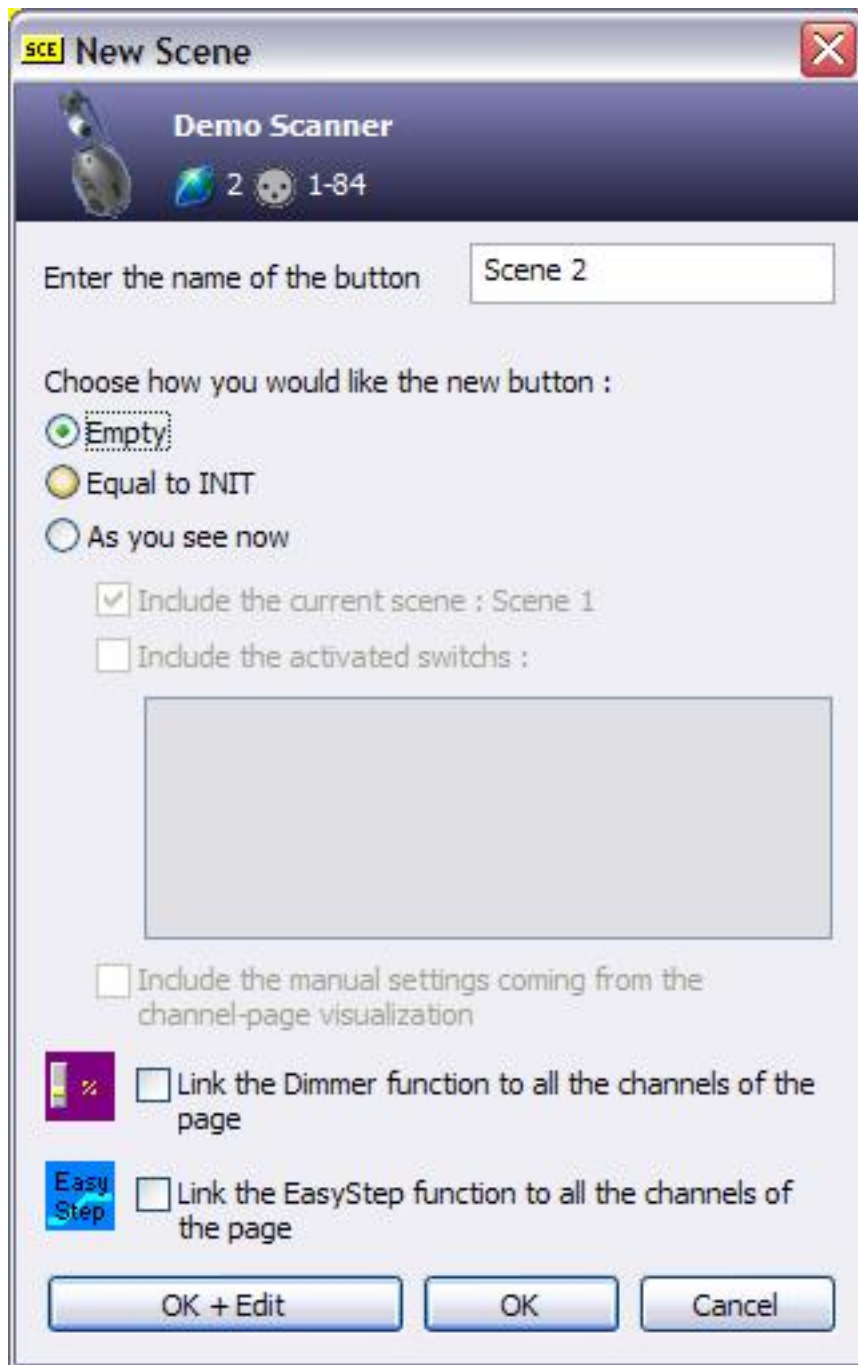


Other available functions on the EasyStep rack are copy, cut, paste and insert step. The PLAY button allows you to preview your scene. You can choose to make your scene loop or not. Finally you can convert your EasyStep scene into an EasyTime sequence (advantages of EasyTime will be explained in the Advanced Programming section).

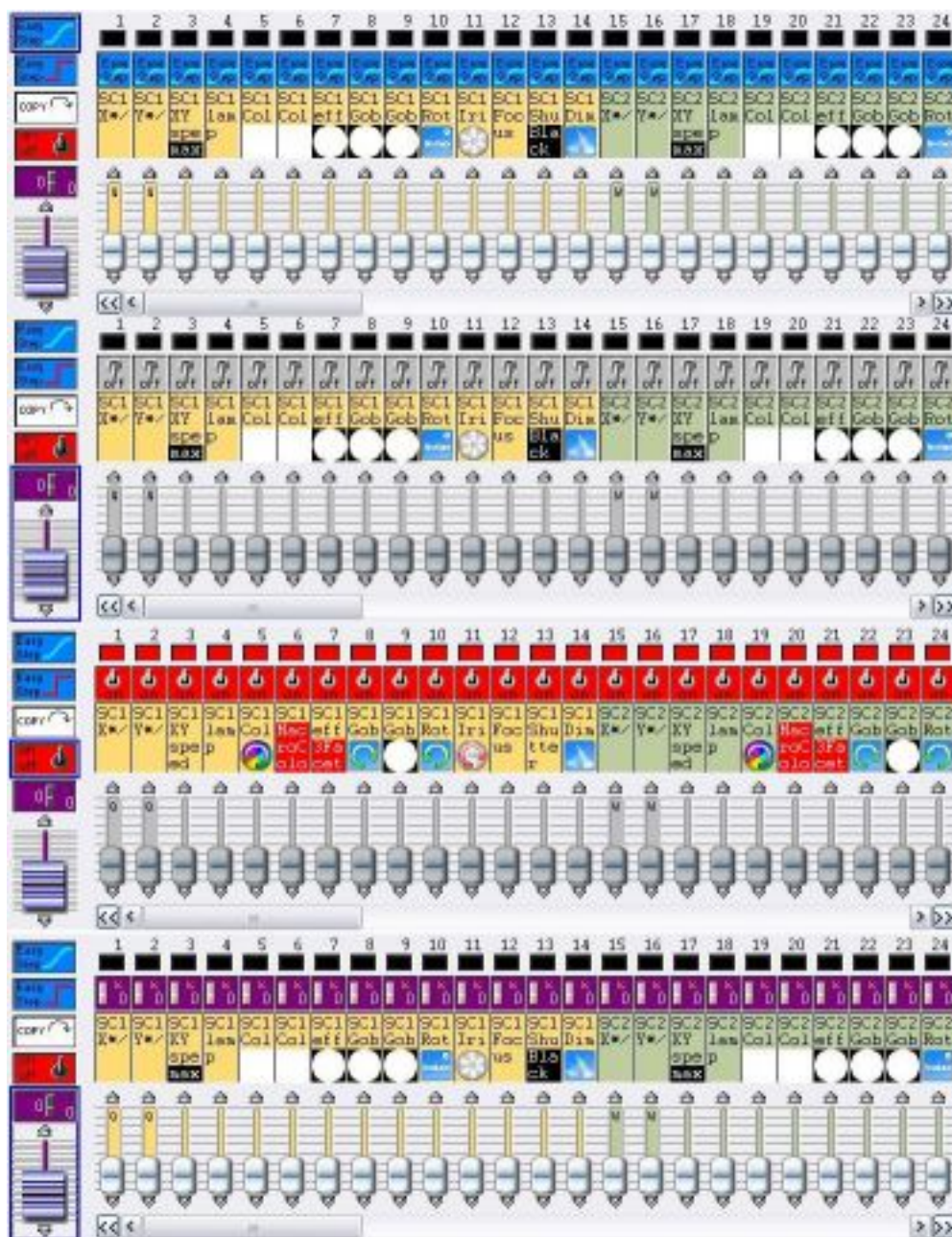


2. Création de boutons avec les onctions On/Off et DIMMER

When you create new Scenes or Switches, you are given the option to "Link the Dimmer (or EasyStep) function to all channels of the page".



Selecting any of these options will assign that particular property to every channel of fixtures for that particular button.



If neither "Dimmer" nor "EasyStep" functions are selected, the channels will have the OFF property by default.

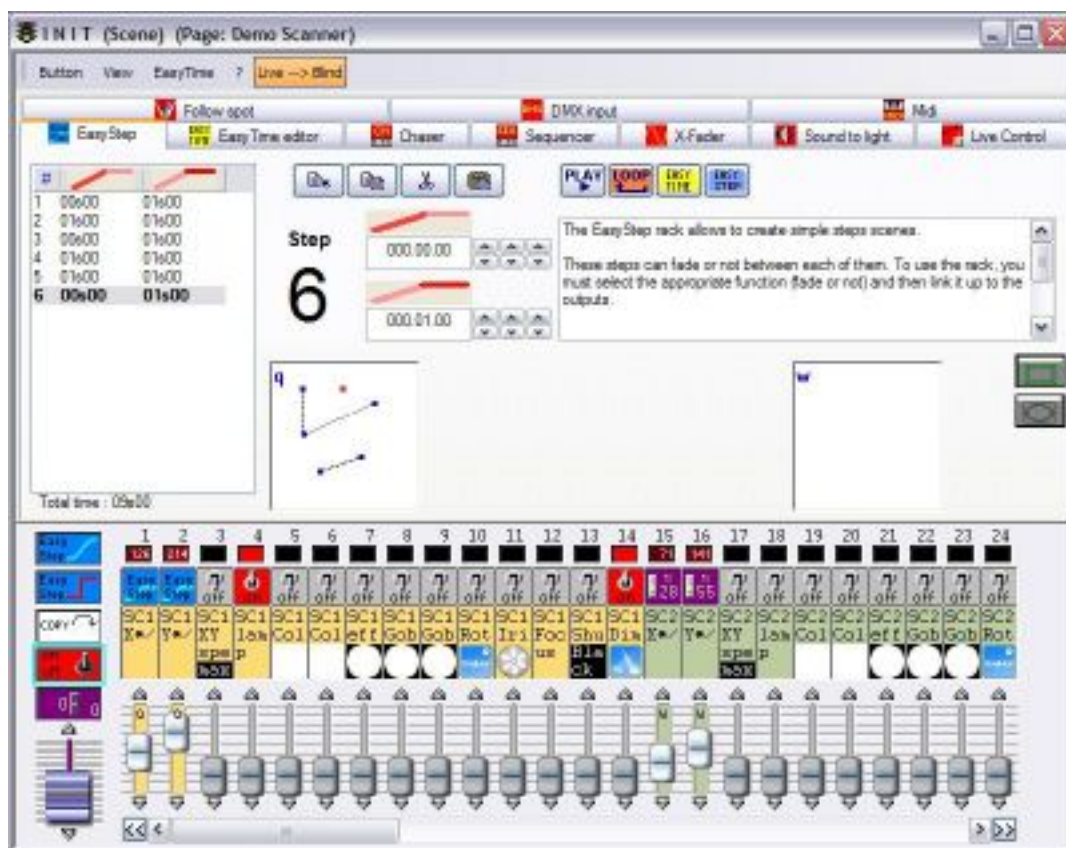
If a channel is OFF, the final output for this channel will not be affected by this particular scene/switch. For example, a COLOR switch has all of its channels in OFF, except for the COLOR channel, which is assigned a DIMMER property and a particular value.

DIMMER channels are fixed values within the scene/switch. For example, if you have an EasyStep scene, where the light beam fades in between positions and all gobos and colors are kept the same throughout the scene, you can assign these color and gobo channels the DIMMER property and set the constant value for this scene. This dimmer value will automatically be the same for all steps in the EasyStep scene.

ON channels are just like 100% DIMMER channels. However, we must emphasize that a 0% dimmer IS NOT the same as an OFF channel. An OFF channel does not affect the channel in question, whereas a 0% DIMMER assigns this value to the channel, which would replace any values coming from different

buttons.

Note:

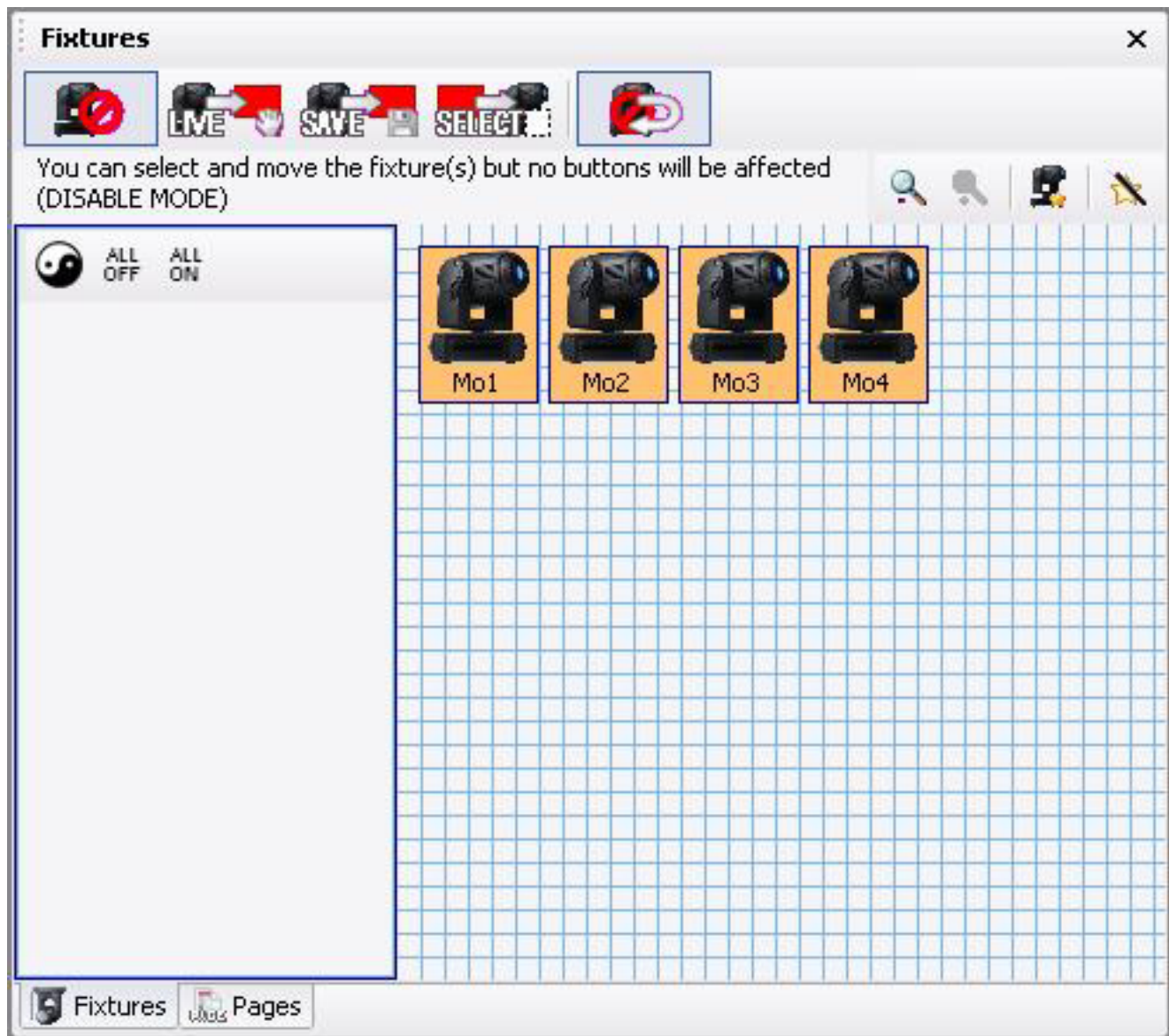


3. Utilisation des groupes

Fixture grouping is one of the most powerful tools within our control software.

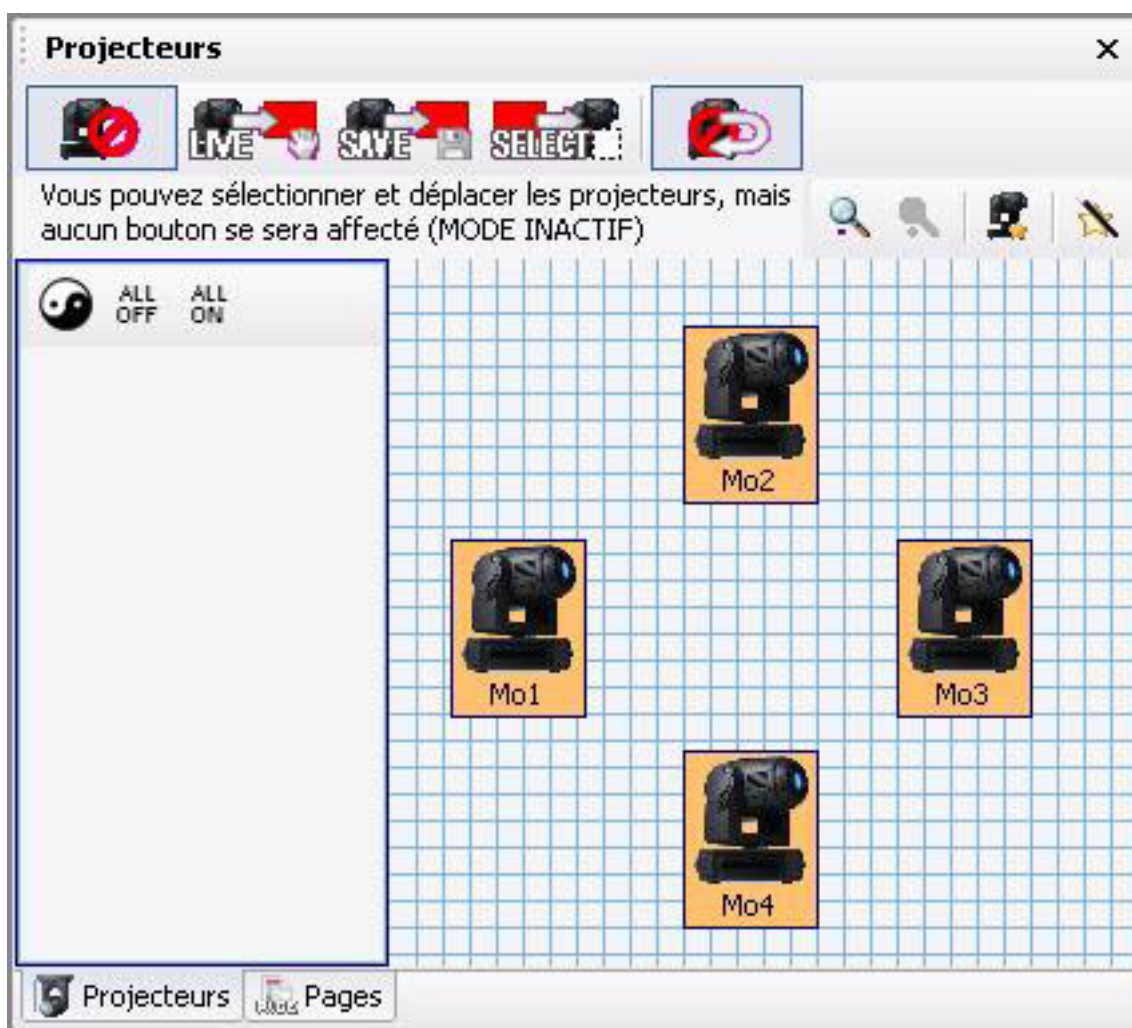
As you may have noticed, our preprogrammed buttons (movement, color, gobo, effect, etc) operate on all fixtures within a page. If you want to have independent control of your lighting fixtures (assign each a different color, for example), you will find our Fixture Group tools very helpful.

(This function is not available in the software's BEGINNER mode. To change to EXPERT mode, simply go to: Controller menu - Expert mode. Once you are in Expert Mode, go to: Windows menu - Reset positions - Reset to tabs.)



Fixture positions

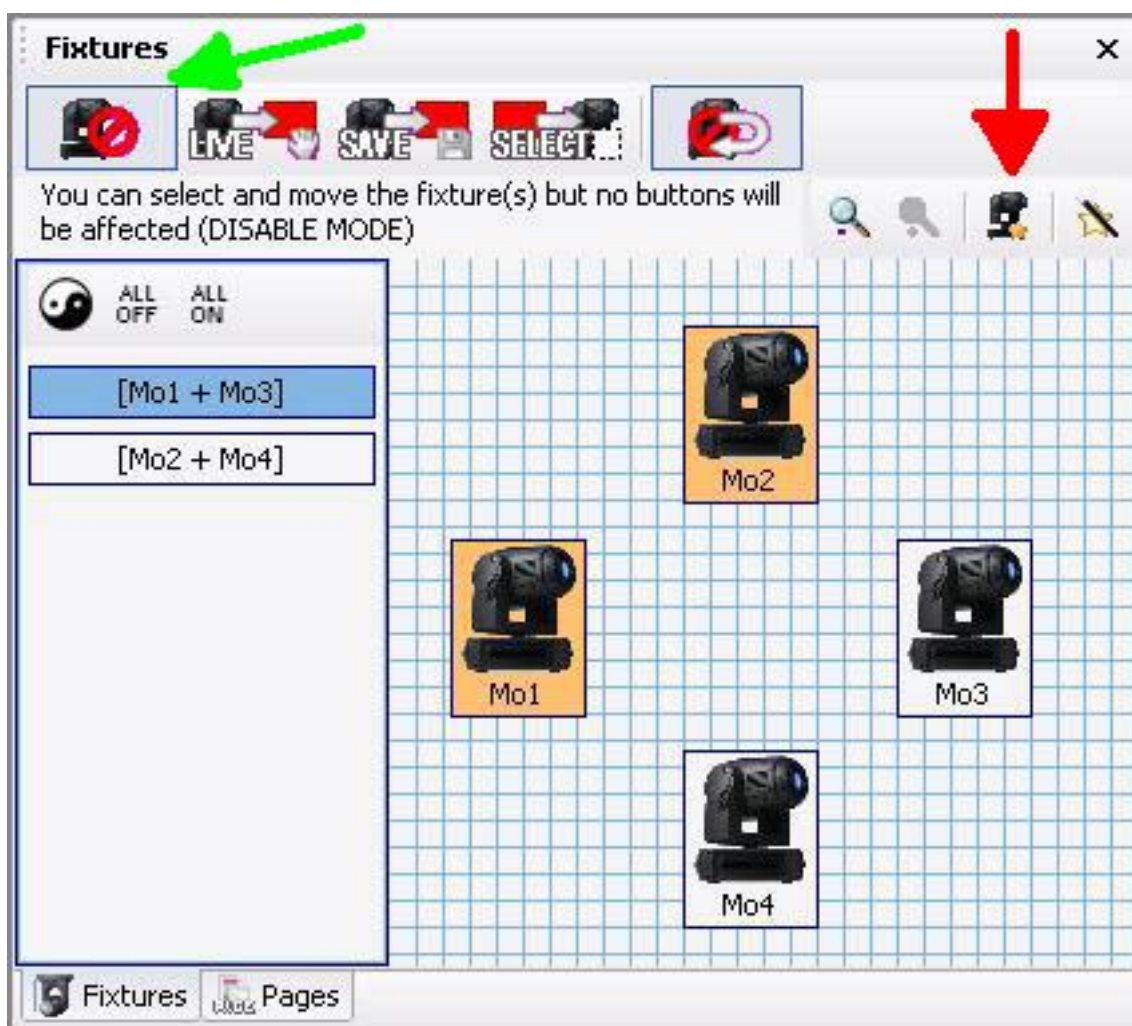
The software allows you to arrange the icons (fixtures) in any way, ideally representing the same layout you have on stage. Simply left-click and hold on a selected fixture (orange) while moving it to its new position. You can arrange them, for example, like the circle shown below.



Creating groups

This tool allows you to create groups of fixtures (stage left, stage right, house lights, etc).

Going back to our example with 4 moving heads arranged in a circle, imagine now that we want to create 2 groups [Mo1 + Mo3] and [Mo2 + Mo4]. Click on the icons to select/unselect until you reach your desired group (also, you could first click on the "ALL OFF" button to unselect all fixtures and then select only Mo1 and Mo3). Once these are selected, click on the "New group" button (red arrow in picture below) and enter any name you want, in this case [Mo1 + Mo3].



There is no limit to the number of groups that can be created in each page. Even when this simple example includes only 4 fixtures, you can imagine the potential of the grouping tool when using a larger number of fixtures.

It is possible to assign shortcut keys F1 through F12 on your keyboard to any of these groups. All you need to do is right click on the group name to access this feature. To trigger a group, you need to select the appropriate page and click SHIFT + F1 on your keyboard, for example.

Using groups / Individual fixture control

The "Fixtures Group" tools allow you to control fixtures individually or using the groups you just created. By default, this tools will be disabled (green arrow above, first button on the toolbar).

There are 3 different modes to use this group/individual control function: LIVE, SAVE, and SELECT. By default, group/individual control will be disabled automatically after every action. To allow continuous group/individual control, click on "Return to Disabled mode" (last button of the toolbar) to unselect it.

LIVE mode

To use this mode, select the second button of the toolbar (remember that, by default, LIVE will be disabled after every action unless you click and unselect the last button "Return to disabled").

Back to our 4 Moving Head example, imagine you want to have you 1st group [Mo1 + Mo3] in cyan and [Mo2 + Mo4] in red.

- 0 - Turn the light beam ON (click on CENTER or any movement button)
- 1 - Select the LIVE option (2nd button) and release the "Return to disabled" option (last button)
- 2 - Select the [Mo1 + Mo3] group
- 3 - Activate the Color Cyan button on your normal fixture page (if you have the 3D visualizer open, you will notice how ONLY fixtures 1 and 3 change color)
- 4 - Click on the "Invert selection" button (to the left of ALL OFF). This action will unselect the first group and automatically select the second
- 5 - Activate the Color Red button on the page
- 6 - Disable group/individual control (1st button on the toolbar) to return everything to normal.
- 7 - Save a new scene/switch AS YOU SEE NOW



LIVE mode is the most versatile function in this toolbar. Most of the time you will be working with preprogrammed buttons and LIVE, then creating scenes/switches AS YOU SEE NOW. During LIVE performances, when "on the fly" control is required, the LIVE button will become very useful.

SAVE mode

As you probably realized, LIVE mode modifies button properties momentarily. The group/individual fixture information is not saved within the button, so that once LIVE mode is disabled, for example, all preprogrammed buttons will work on all fixtures.

If you want to save group information in a button, you will need to use the SAVE and SELECT modes. Imagine now you want to have your assign the cyan color button exclusively to the 1st group [Mo1 + Mo3] and the red color button exclusively to the second [Mo2 + Mo4].

- 0 - Turn light beams ON (CENTER or any movement switch)
- 1 - Select the SAVE option (3rd button) and unselect "Return to disable" (last button)
- 2 - Select the [Mo1 + Mo3] group
- 3 - Activate the Color Cyan button on the page
- 4 - Click on "Invert selection" (to the left of ALL OFF, or select/unselect manually)

- 5 - Activate the Color Red button on the page
- 6 - Disable SAVE (1st button of the toolbar)

If you look closely at your 2 color buttons (red and cyan), you will see a small 'S' flag inside. This means that a group (or individual fixture) was assigned and saved into the button, which will not be disabled even when the SAVE mode is no longer active.



If you wish to reset your preprogrammed buttons back to normal, you need to redo the SAVE procedure (except this time you need to select ALL fixtures before you assign them to the button). Using the SELECT mode (explained below) allows you to reset groups in your preprogrammed buttons, also. Remember that, unless you change them, preprogrammed buttons work on all fixtures within the page.

SELECT mode

The SELECT mode works in a very similar way as the SAVE mode, except backwards. In SAVE, we first selected the group, then we selected in what button we wanted it assigned.

In SELECT mode, we first choose the button and then we assign a group to it. This tool is very useful when you have a large number of fixtures and complicated groups, because you can see the groups assigned to each button without the risk of losing them.

SELECT is also very useful during live performances if you want to change the group information inside a button without activating that button.

- 0 - Turn the light beam ON (CENTER or any movement switch)
- 1 - Select the SELECT option (4th button) and unselect "Return to disable" (last button)
- 2 - Select the Color Cyan button pressing "SHIFT + click" (this method will select the button, but will not activate it)
- 3 - We can see that the [Mo1 + Mo3] group is selected from the previous example
- 4 - Add the selection of the [Mo2 + Mo4] group
- 5 - Select the Color Red button using "SHIFT + click" (button selected but not activated)
- 6 - Add the selection of the [Mo1 + Mo3] group
- 7 - Disable the SELECT function (1st button of the toolbar)

4. La fenêtre X-Y

The X-Y buttons (referred to as TAKE in previous versions of our software) allow mouse control of the PAN/TILT channels in each fixture within a page. These are very useful when you want to control a single fixture while a movement sequence is running, or also to create scenes with static positions. There is one X-Y button for each fixture in the page.

Static position

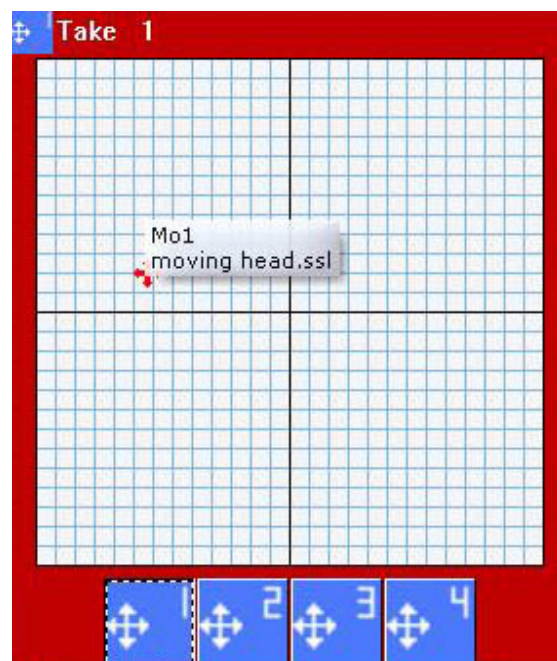
1. Turn the light beam ON (CENTER or any movement switch)
2. Press the X-Y switch corresponding to the fixture you want to control
3. Move the red arrow to the desired position (notice that the light beam follows this movement)
4. Repeat for all of your fixtures
5. Save a new scene/switch AS YOU SEE NOW

You may have noticed that if you double click on the X-Y button for a fixture, your position will be lost. The reason is that once the X-Y button is unselected, the position information is lost.

If you want to retrieve that position information, you need to press [Alt] on your keyboard while clicking on the unselected X-Y button for each fixture.

Retrieving positions

1. Start a movement switch (CIRCLE, TILT, etc)
2. Press the X-Y switch for fixture 1, for example, and move it to a desired fixed position, while the rest of the fixtures continue their preprogrammed movement
3. Click on the X-Y switch for fixture 1 to unselect it, allowing fixture 1 to continue the preprogrammed movement
4. Press [Alt] on your keyboard while clicking on the X-Y switch for fixture 1 (notice how pressing [Alt] makes the light beam go back to the position assigned previously)



Example

The following example will show you how to create two fixed position scenes within the Master page, using the Demo Moving Head page and 3D Demo stage. Your first scene will have all light beams pointed to the drum set, while the second to the music keyboard on the stage. Furthermore, these scenes will be compressed together, allowing for easier organization and editing of the positions.

Creating the drums position

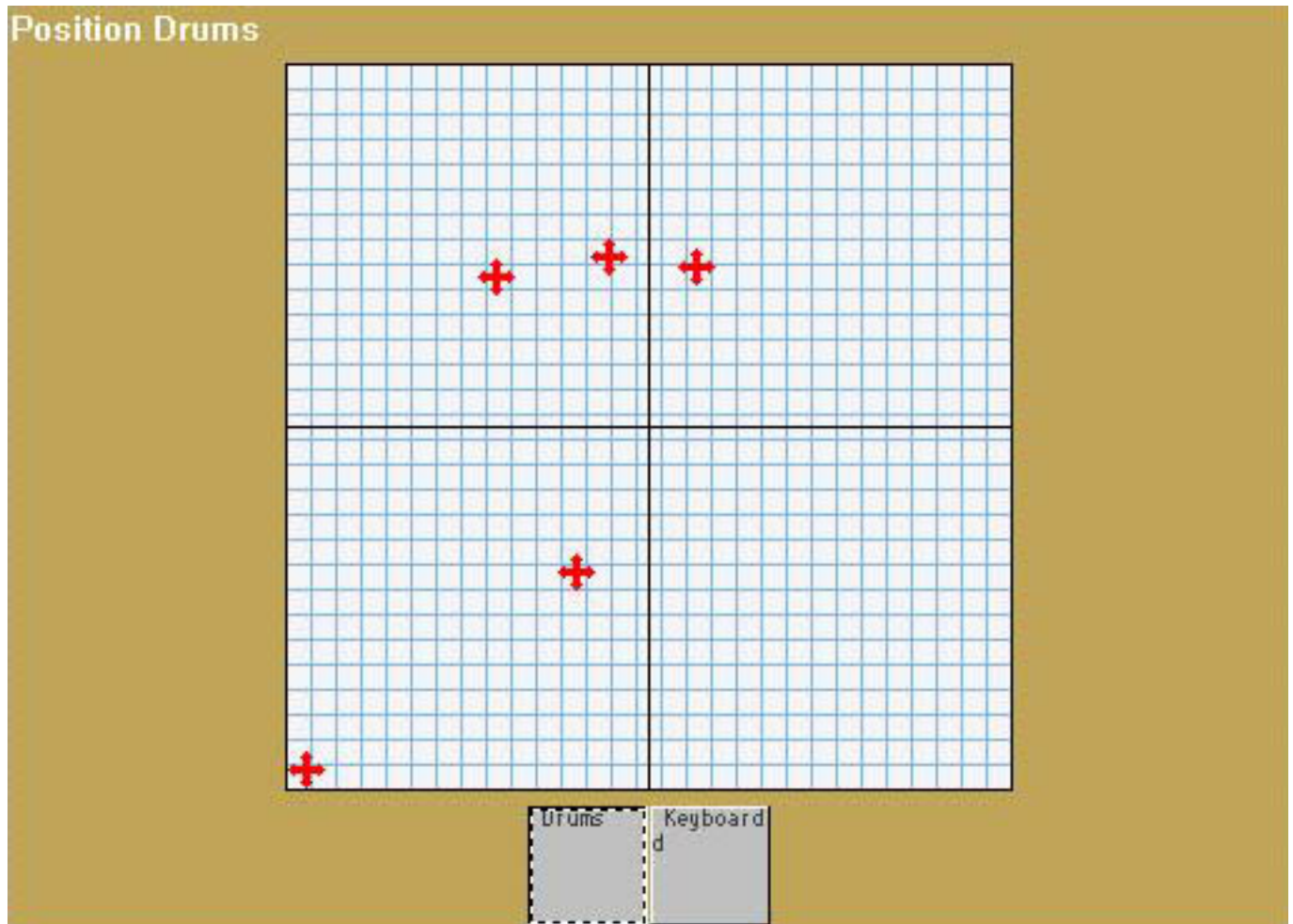
- 1 - Click on the "@Center" scene to open the light beams
- 2 - Select the X-Y button (previously known as TAKE) for the first fixture and move the red arrow until the light beam is pointed at the drum set
- 3 - Repeat the procedure for the 3 remaining moving heads
- 4 - Click anywhere on the Master page to select it
- 5 - Create a new scene AS YOU SEE NOW
- 6 - Make sure all 4 X-Y buttons and the "@Center" scene are selected
- 7 - Rename the scene "Position Drums", then click OK

Creating the keyboard position

- 1 - Click on the "@Center" scene to open the light beams
- 2 - Select the X-Y button (previously known as TAKE) for the first fixture and move the red arrow until the light beam is pointed at the music keyboard
- 3 - Repeat the procedure for the 3 remaining moving heads
- 4 - Click anywhere on the Master page to select it
- 5 - Create a new scene AS YOU SEE NOW
- 6 - Make sure all 4 X-Y buttons and the "@Center" scene are selected
- 7 - Rename the scene "Position Keyboard", then click OK

Now you have 2 scenes, Position Drums and Position Keyboard, each represented as a button inside the Master page. The next step in this example is to compress both scenes together.

1. Page menu - Settings
2. Select COMPRESSION from the menu on the left
3. Click on the NEW button to create a new group
4. Name it POSITION
5. Change "Button type" to SCENE
6. Change "Compressionn type" to TAKE
7. Click OK



X-Y Settings

You can access X-Y settings by right-clicking on the white area. These settings include locking pan (X) or tilt (Y), allowing better control of your fixture, and a resolution control. Changing the resolution of the X-Y window will allow you to move your fixtures' beams larger or smaller distances with the same movement of your mouse (very useful for fine tuning positions, for instance).



5. Utilisation de la page MASTER

The MASTER page allows you to bring fixtures from different pages together:

- You can record scenes using fixtures from multiple pages
- You can add scenes and switches coming from different pages

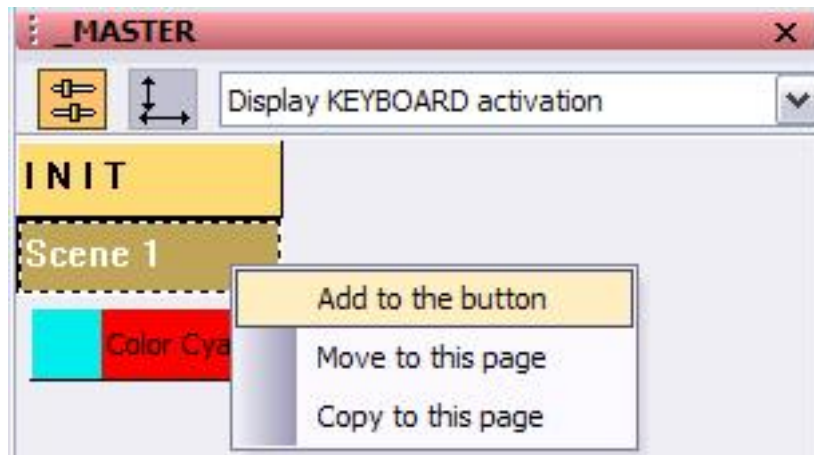
1. As you see now (global)

In the same way you can create new scenes within each page using the AS YOU SEE NOW option, the Master Page allows you to create new scenes that include lighting effects from all pages and all fixtures. For example, if you have two pages in your controller, 1 SCANNER and 1 MOVING HEAD, and you select the CIRCLE movement scene in each, then you click on the Master page and create a new scene, the AS YOU SEE NOW option will include both of these effects from both of these pages.



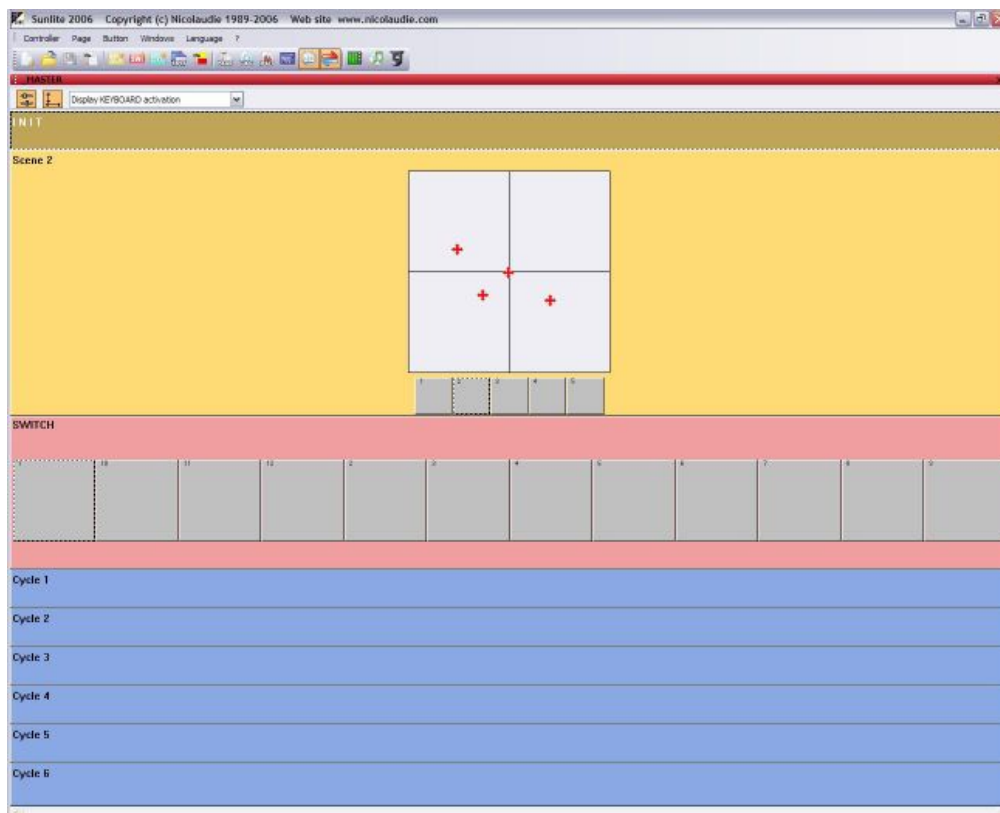
2. Drag and drop into Master buttons

It is easy to edit a Master scene/switch after it has been created. All you need to do is left click on a button within the conventional fixture pages, and drag it into the Master button. Select "Add to the button" to replace its properties with those included in the dragged button.



3. Playback page

If you are installing and programming the software for somebody else to use, and you wish to avoid possible problems (erasing scenes, etc), you can leave your customers with a simple PLAYBACK PAGE.



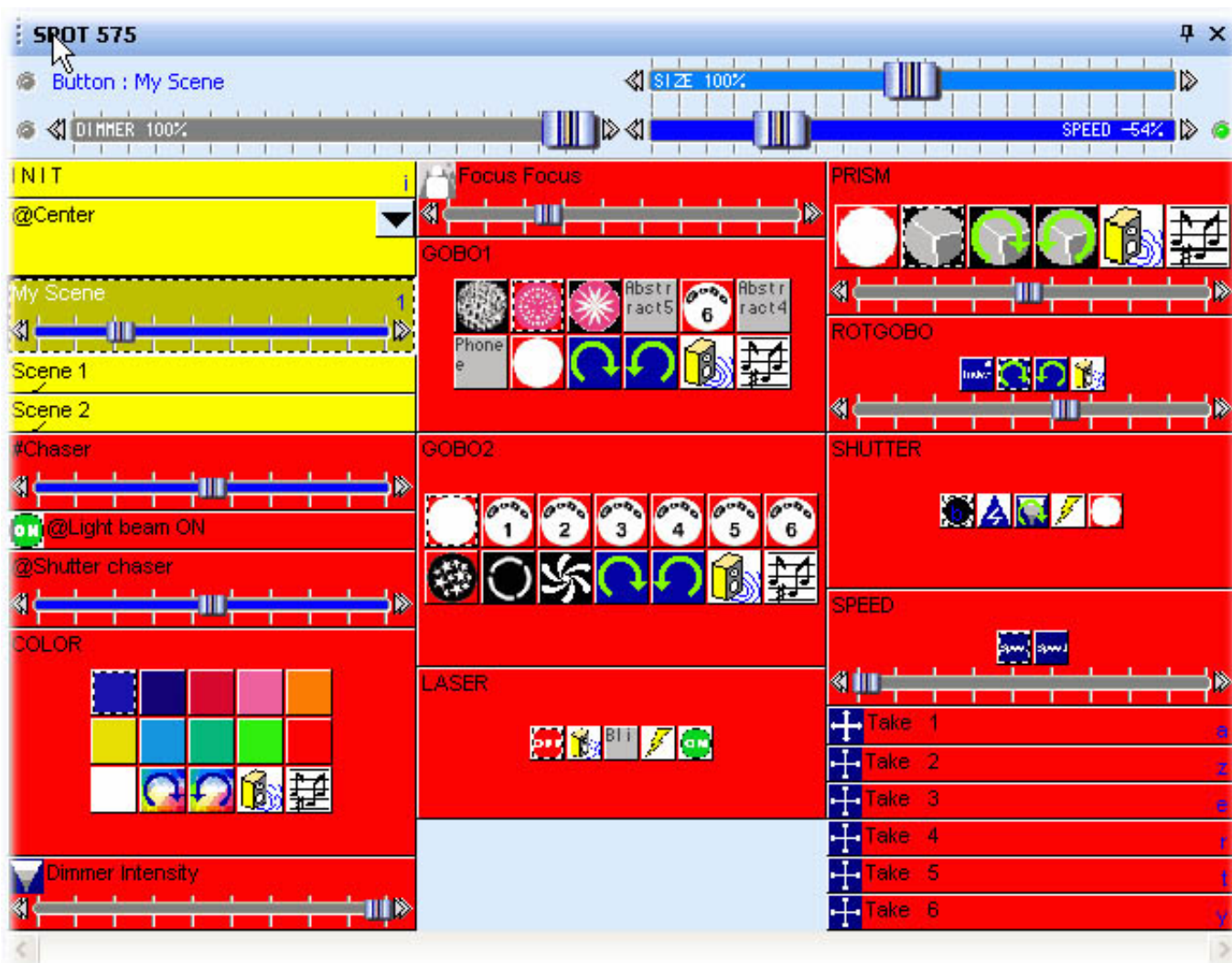
The easiest way to leave this PLAYBACK PAGE is to simply close all windows within the software controller (except the Master Page, of course) by clicking the [X] on the titlebar for each window. After this, you want to lock all windows to prevent users from closing your Master page as well. Go to - Windows menu - Reset positions - Lock docked windows -

6. Modification de la VITESSE, de la TAILLE de vos effets

As you probably realized already, some buttons on your screen have faders (or sliders) on them. These faders control one of three different properties in each button: SPEED, DIMMER and SIZE.

It is also possible to show faders that control these same properties for all buttons within a page:

- Page menu - Display - Live toolbar Button



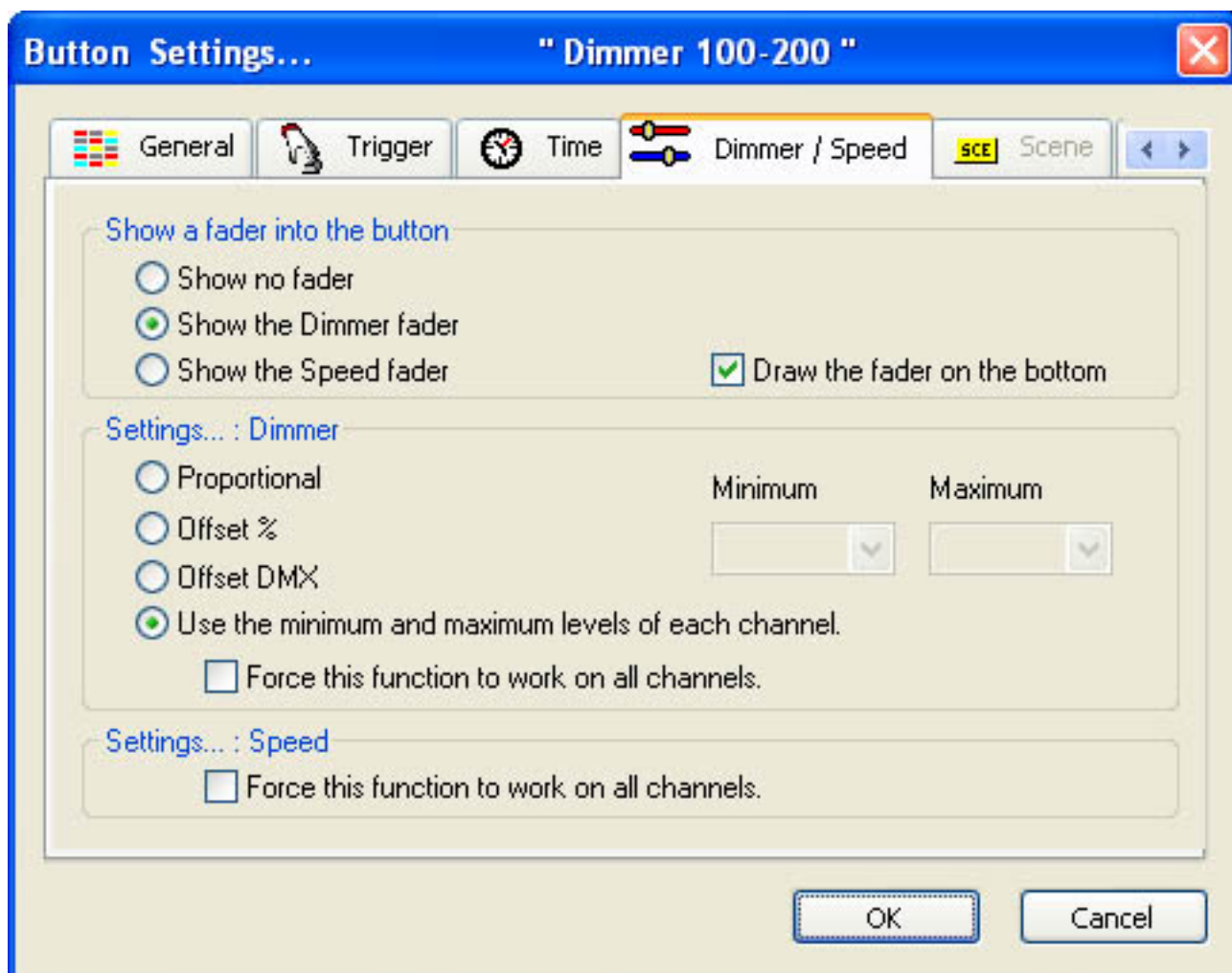
You can see the new toolbar appear above the buttons on the selected page. The three faders on this toolbar will control whatever button is selected (a SELECTED button is not necessarily the same as an ACTIVATED button, you can SELECT without ACTIVATE by left-clicking with the mouse).

You can also add either the SPEED or DIMMER fader (but not SIZE) to each button. Select the button,

then go to

Button menu - Button Settings

Select the "Dimmer/Speed" tab and select which fader you want to show in that particular button.



The Speed function

If you want to increase (or decrease) the speed of a sequence (Easy Time or Easy Step) in real time you must use the SPEED function. This feature allows you to modify the speed property without editing the button. Even when the fader position is saved for each button, none of these changes are saved inside the original program.

You should see a SPEED fader in preprogrammed buttons that control movement, color wheel rotation, gobo rotation, strobe, etc.

The Dimmer function

This function allows you to modify easily the DMX level of certain channels in real-time. You should see

a DIMMER fader on preprogrammed buttons like Dimmer, Zoom, Iris, Focus, etc. These faders allow you to modify the DMX values for those particular channels without using the button Editor.

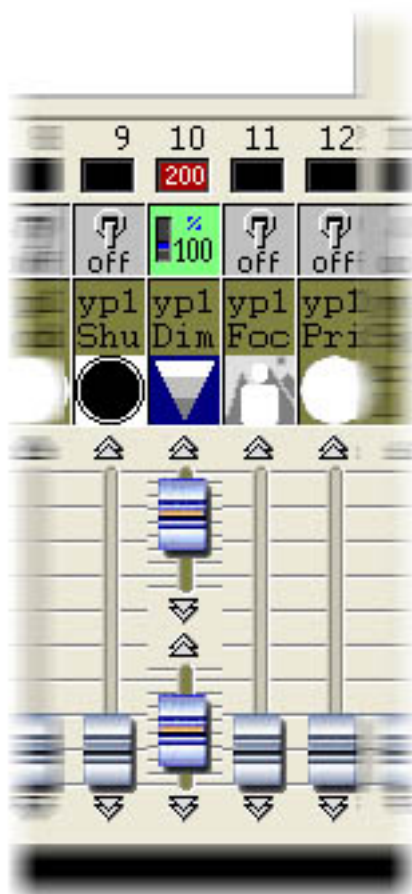
You can also use this function with conventional lighting (PAR, etc). Such a button would allow to modify the beam intensity in real-time for one or any group of fixtures included in the button.

Example

Imagine you want to create a switch that controls dimmer levels from 100 to 200 (DMX values) with a fader. First, create a new switch ("Button" - "New Switch"), and call it "Dimmer 100-200". Make sure you create an EMPTY switch and that you DO NOT link all channels to Dimmer or EasyStep.

Then, edit this button by clicking on "Edit" from the "Button" menu. Once inside the Editor you can assign the "Dimmer" function (purple button on the bottom left-hand corner) to any or all the channels within the page. If you assign the Dimmer property using the mouse's left click, you will see a full Dimmer, with maximum 100% and minimum 0% (255-0DMX).

If you right-click to assign the Dimmer, however, you can define the minimum and maximum levels for that channel.



Set the minimum and maximum levels to 100 and 200 DMX, respectively, then close the Editor and save changes. You now have a button that can control a dimmer between DMX values 100 to 200. You can use the Toolbar Dimmer fader to change this value, if you want.

You can also add a small fader to the button. To do this, select your new button and go to - Button menu - Button Settings - Dimmer/Speed tab -. Then select:

- Show the Dimmer fader
- Draw the fader on the button
- Use the minimum and maximum levels of each channel

There you go! now you have a button with a fader that controls the DMX output between 100 and 200 for a particular channel only. You can verify the DMX signal from the OUTPUTS window (black area at the bottom of the controller)

Setting minimum and maximum dimmer levels is necessary, for example, when using a channel controlling a shutter (e.g. Blackout from 0 to 99, Dimmer from 100 to 200 and Strobe from 201 to 255%). This way, you can have several faders within the same channel, each controlling a particular fragment of the whole DMX range.

The Size function

This function allows you to increase or decrease the size of a movement. Imagine a scene with a simple tilt movement. If you want to reduce the amplitude of the movement without editing your scene, you must use the SIZE function from the Toolbar. All you need to do is move the fader on the toolbar while the scene is running. You will be able to see the changes in real-time on your fixtures.

Page Dimmer and Speed

You can also use the DIMMER and SPEED functions as global parameters for the entire page:

- Page menu - Display - Live toolbar page -

Make sure that you keep track of the changes you make using this toolbar. The Live toolbar for the page has priority over all the buttons inside the page.

IV Programmation avancées

1. Présentation

This chapter introduces all advanced features of the software (the editor screen, the fade function, the external triggering...). These parts of the software require to understand the difference between a scene and a switch, to create and edit a new button, to record a cycle, to arrange the user-screen...

2. L'Editeur

2.1. Easy Time

2.1.1. Utilisation d'Easy Time

Easy Time is an advanced tool which must be used to program movements (circle, curve...). If you want to simply create steps, it is easier to use Easy Step.

Easy Time is a tool which enables you to control channels in time. Each channel is programmed independently. "EasyTime" has been designed for maximum ease and convenience when programming "Scenes" and "Switches".

Easy Time is similar to an Excel-sheet displaying all the values of each channel in time. Channels are shown on a horizontal axis and elapsing time on a vertical axis. This grid is called the "time sheet".

Therefore, "Time sheet" therefore globally represents the progress made by all the channels on a specific page from the corresponding "Scene" or "Switch" activation onwards.

0m00s00		255	0	0	0		0 ↗	90 ↗	255 ↘	165 ↘
0m01s00		0	255	0	0		55 ↗	145 ↗	200 ↘	110 ↘
0m02s00		0	0	255	0		110 ↗	200 ↗	145 ↘	55 ↘
0m03s00		0	0	0	255		165	255	90	0
0m04s00										

Each line refers to a specific moment, since the button was activated.

To activate a period of time, i.e. to be able to visualize what will happen at some point, just move (yellow) edit line to appropriate time-cell. Each column in a time-sheet represents a channel.

As soon as a "Scene" or a "Switch" has been activated, the time-sheet associated with this button will be read from line 000'00'00 to the final line containing information.

To program a time-sheet with fade effects, you may program all cells in sequence but to make things easier, this software includes very efficient tools such as "Fade" or "Cut/Copy/Insert" modes.

Now a little training...

Things will go smoothly once the channel has been set in "EasyTime" mode as was done for "On" or "Dimmer" modes.

Just click "EasyTime" mode to pilot all the channels required in "EasyTime" mode (click and drag leds). Now just scroll the time-sheet to time-indication. To set value, just move the fader. The value will be displayed in the cell concerned, i.e. at the channel column concerned.

You must move the cursor to the line corresponding on the total expected time for your scene before to setup your channels with EasyTime function. For example : for a 10s scene, we move the cursor (yellow line) to the 00m10s00 line and then we affect EasyTime function on selected channels.

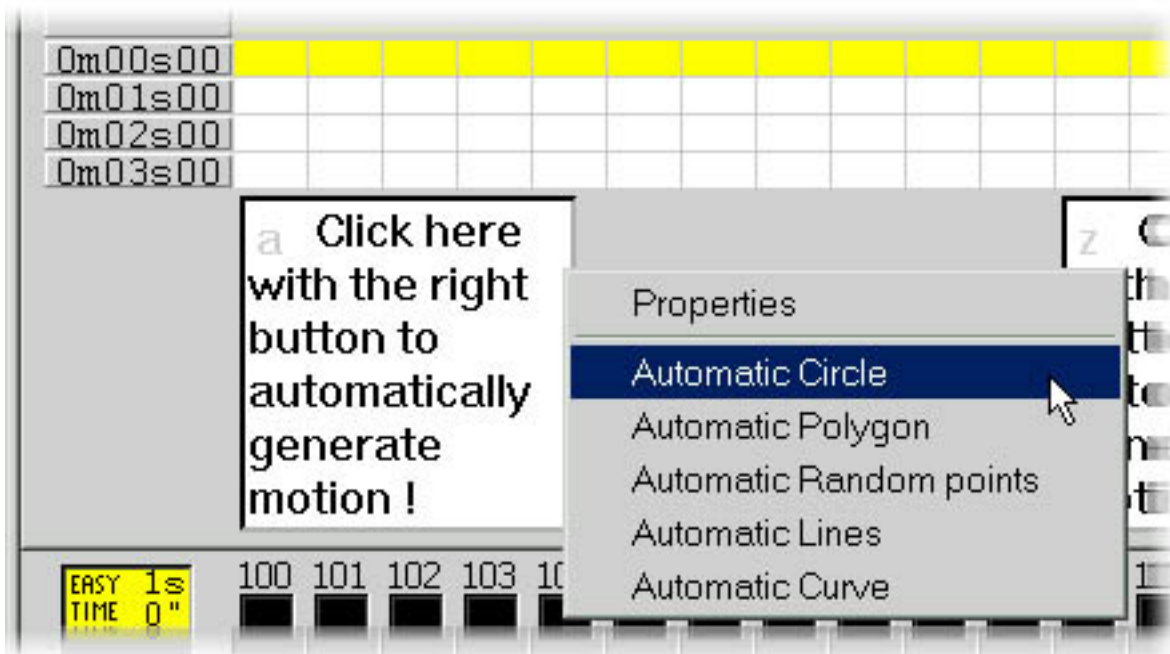
In case there are blank cells in between the latest time programmed and current time, you will be prompted to answer the following questions :

- Prolong previous value up to current time?
- Gradually move from previous value to new value?
- Assign new value from latest cell programmed onwards ?

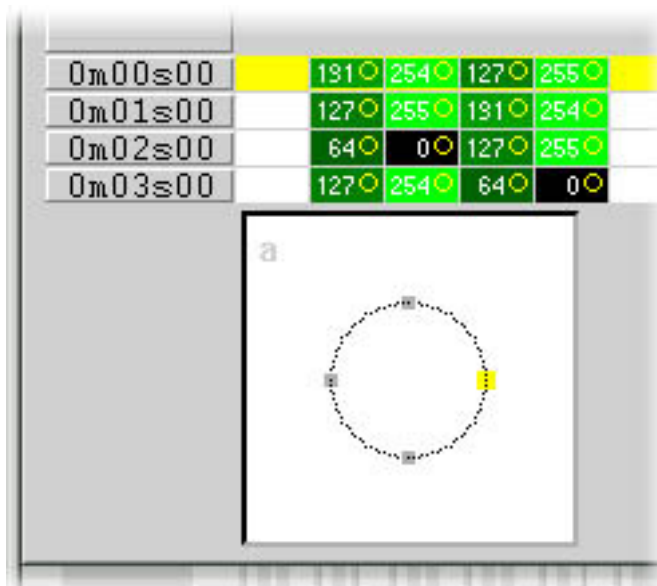


2.1.2. How to use Easy Time for movement

If you use moving lights, this software contains extremely quick basic functions to create sophisticated vectorial motion-effects.



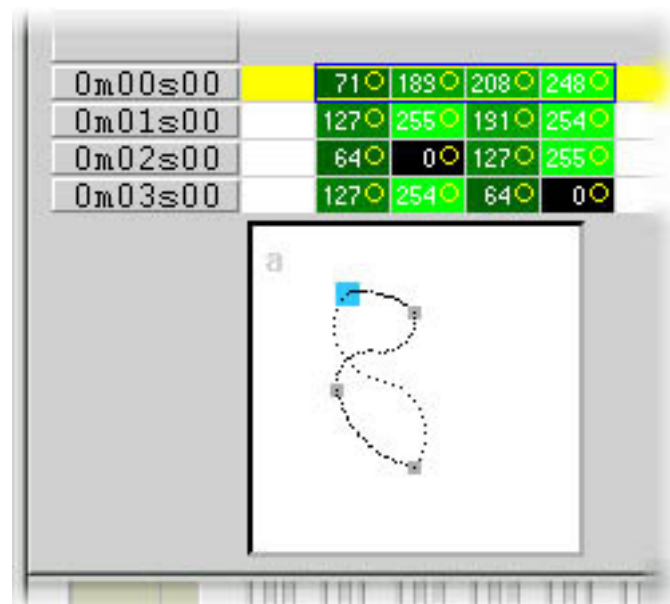
A circle will then automatically appear and EasyTime will display green cells including X/Y values as referential points.



By default, a circle is drawn from 4 points. To move any of these, several methods can be used

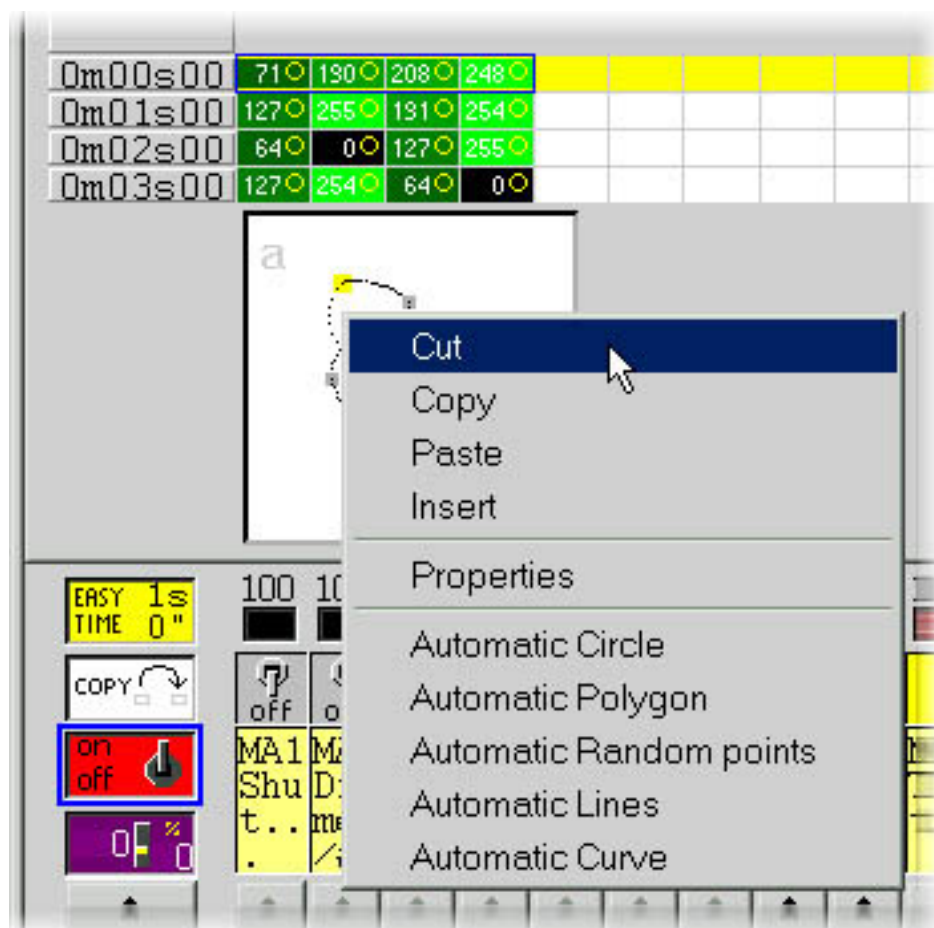
- Adjust the X/Y channels with one of the faders. Yet, this method is not very convenient.
- Press the shortcut key while moving the mouse.
- Click on the point and move it with the mouse.

As you can see, moving a point is carried out in real time on the fixture !



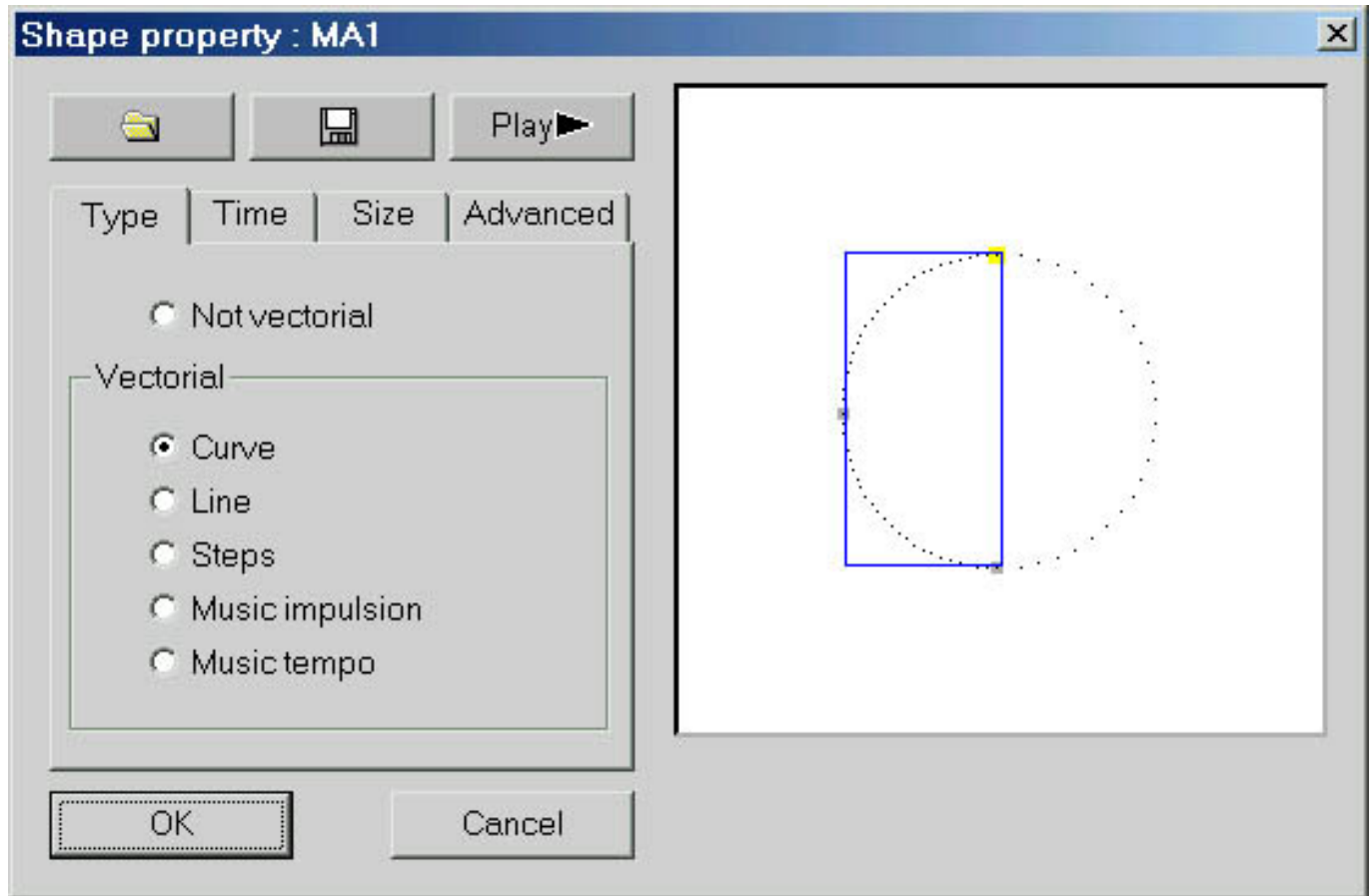
To add or delete a point, several methods can be used:

- Select the cells corresponding to the referential point (2, or 4 cells if the fixture has micro-steps) then use "Cut, Copy or Insert" from toolbar.
- Click right on the point and select "Cut", "Copy" or "Insert" from menu.



There are 3 different types of vectorial movements :

- Curve (e.g. a Circle)
- Line (e.g. a triangle)
- Positions (going straight away from one point to another)



NB:

- A channel operated by a vectorial movement in EasyTime can be identified by green cells whereas red cells indicate that the channel is in "non vectorial" mode
- In one button, each fixture can only be assigned one type of vectorial movement (curve, line or positions). However, channels can be converted into "non vectorial" mode, then any cells can be modified.

2.1.3. Outils et options

EasyTime : "Fade" function

The "Fade" function makes it possible to create a fade-effect in between 2 cells by computing intermediate values. It can only be used with cells in "Not vectorial" mode (red cells).

To use the "Fade" function, first select a block of vertical cells, then click on "Fade" function. You will then have an alternative :

"linear" fade in between the 1st and last cell : intermediate cells are totally re-computed.

"fragmented" fade in between each cell : intermediate cells are taken into account ; this process re-computes as many intermediate fades as necessary to adjust to the number of lines.

NB : A fade can apply to several channels in one go ! Just select cells from several columns.

EasyTime : "Play" function

The "Play" button can be used at any time to visualize or stop programming in process.

When you edit a button after clicking it, the "Play" mode is necessarily active since the button itself is active...

When editing a pre-selected button without any prior shift-click, the "Play" mode is necessarily inactive since the button itself is inactive...

NB : It is essential to stop the "Play" mode to modify the "EasyTime" time-sheet.

EasyTime : "Loop" function

If "Loop" mode is activated, a "time-sheet" will be played over and over again.

If "Loop" mode is off, it will just be played once and each channel will remain unchanged and set on the latest value specified in the "time-sheet".

NB :

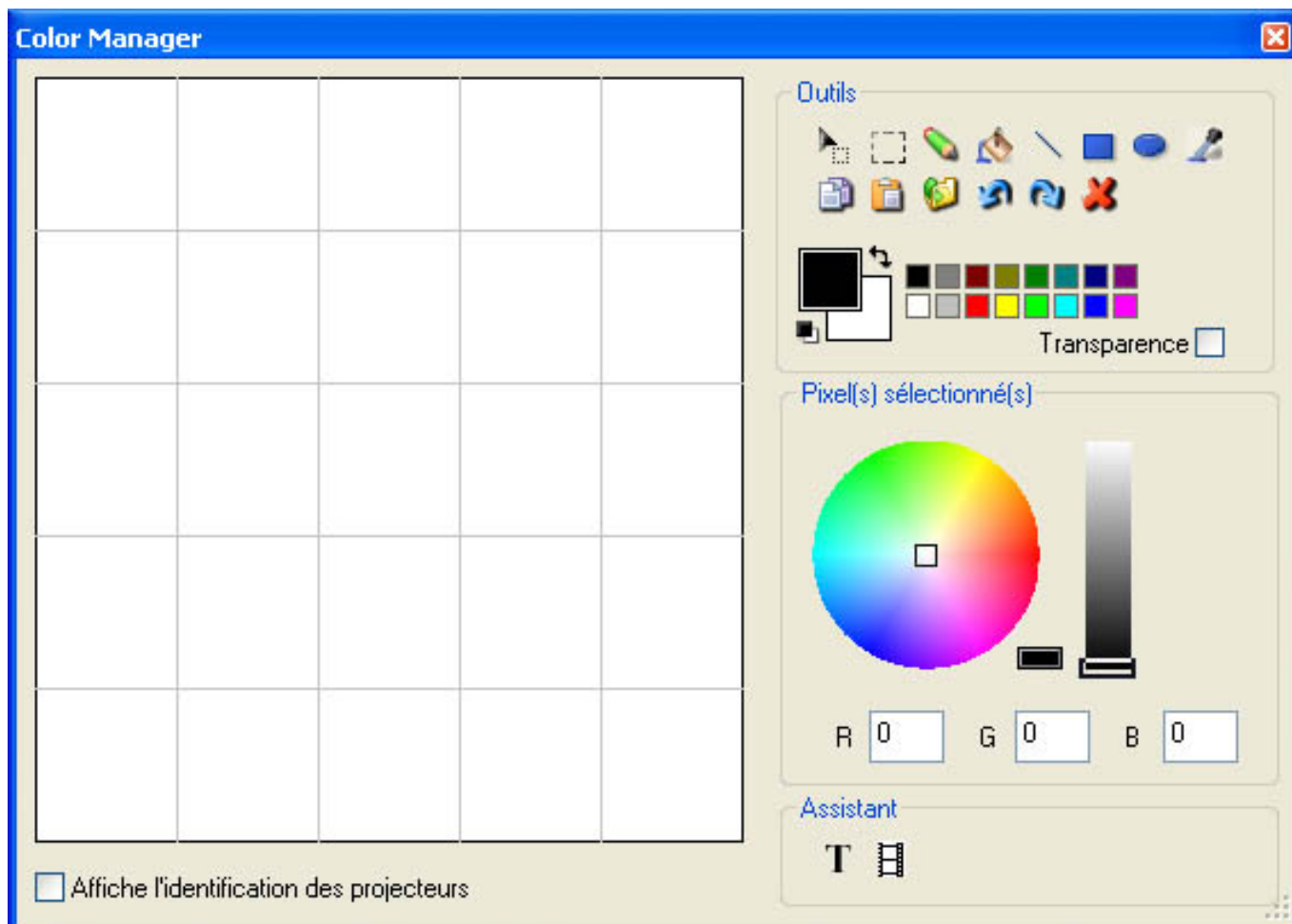
- If "EasyTime" programming time is the same for all the channels, (they all end up in the same line) then the loops will be identically recurrent; if at some point in the time-sheet, two channels have a similar value, then two hours (and a few minutes or seconds) later, they will have this value again simultaneously ; channels are always synchronized.

- If "EasyTime" programming time is different for all the channels (not all of them end up in the same line) then they will not recur simultaneously ; each channel will work independently ; each channel behaves as if it had its own loop and stands totally de-synchronized.

- This function is extremely powerful, if de-synchronized channels are used you will get seemingly-random combinations which are ideal if you wish to brightly illuminate light garlands, a ceiling or a solo on the drums.

2.2. Color Manager

L'outil "Color Manager" est simplement un éditeur de couleurs pour projecteurs RGB or CMY. Il permet de créer aussi bien des scènes statiques que dynamiques très facilement. Imaginez que vous souhaitiez afficher une image ou du texte sur un mur de LEDs, "Color Manager" est l'outil idéal pour y parvenir. Pour ouvrir "Color Manager", cliquez sur un canal RGB ou CMY de vos projecteurs avec le bouton droit de la souris. Plusieurs fonctions sont disponibles, voyons maintenant comment les utiliser :



Les fonctions de base

Toutes les fonctions de bases sont situées dans la zone "Outils". Vous pourrez utiliser les principales fonctions disponibles dans un éditeur d'images et affecter une couleur à vos projecteurs de manière très simple et rapide. Chaque projecteur est représenté par un carré dans la zone blanche située sur la gauche de la fenêtre. Vous pouvez afficher le nom de chaque projecteur en cliquant sur "Affiche l'identification des projecteurs". Voici les outils disponibles:

- Sélectionne un pixel et sélectionne une zone: le premier permet de sélectionner les projecteurs un par un et le second plusieurs simultanément
- Crayon et pot de peinture: pour remplir un ou plusieurs pixels avec une couleur
- Ligne, Rectangle, cercle: pour dessiner une ligne, un rectangle ou un cercle
- Pipette: pour sélectionner le couleur d'un pixel
- Copier, Coller: pour copier ou coller un pixel
- Insérer une image: pour dessiner une image (BMP, JPG...) avec vos appareils

Vous devez utiliser la palette de couleur pour changer la couleur du pixel sélectionné. Vous pouvez aussi entrer les valeurs RGB manuellement.

Editeur de texte

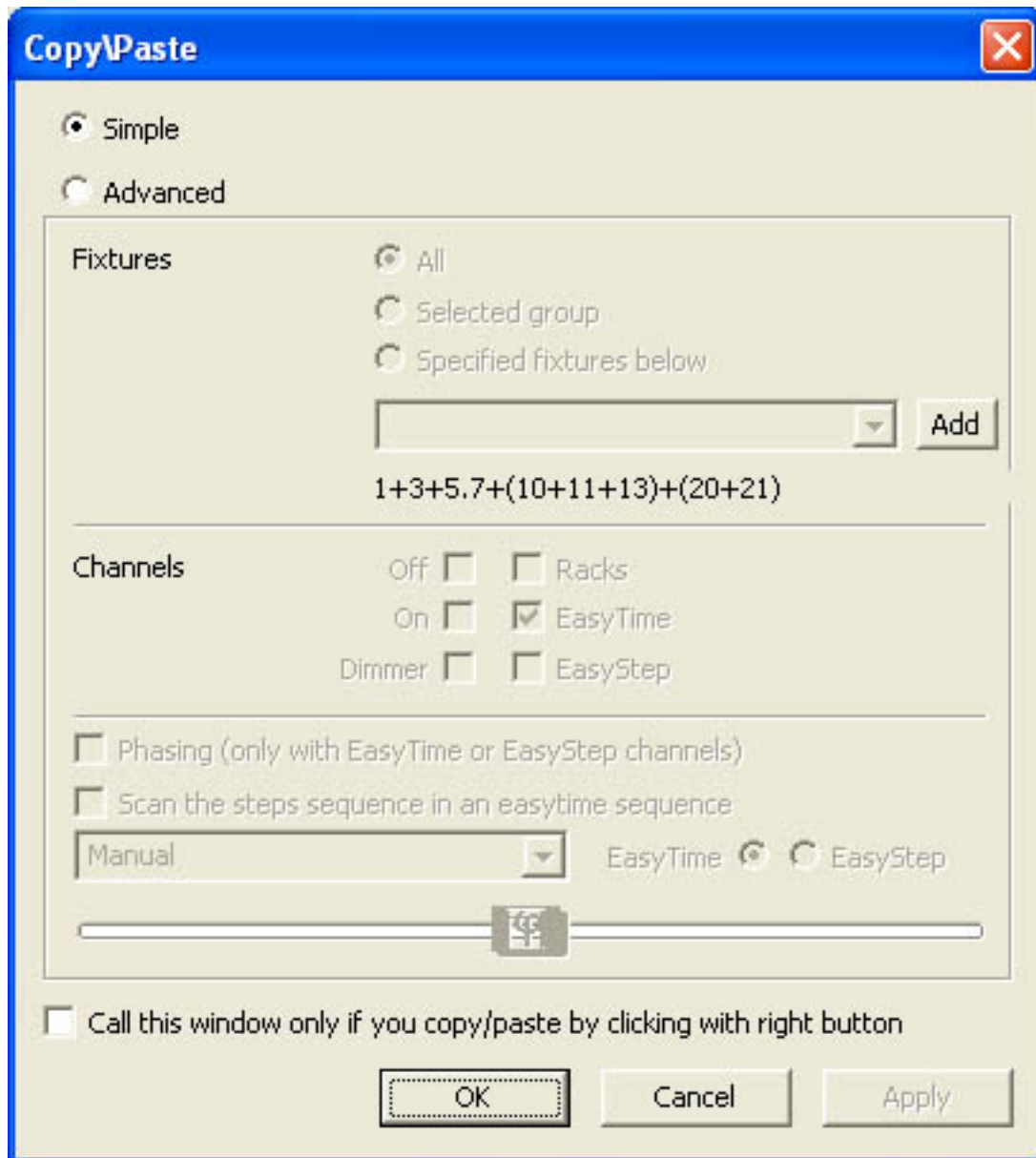
L'éditeur de texte permet d'écrire un texte sur une matrice d'appareils. Vous pouvez créer aussi bien du texte statique qu'en mouvement, choisir la couleur de fond, la police... Cliquez sur le bouton "T" pour lancer la fenêtre suivante.



Ici, vous devez entrer votre texte ainsi que choisir une police et une couleur. Vous pouvez spécifier la couleur du texte et celle du fond. Il est aussi possible de déplacer votre texte verticalement et horizontalement à l'aide des contrôles "Offset horizontal" et "Offset vertical". Ensuite si vous souhaitez animer votre texte, vous devez sélectionner le type d'animation à partir de la liste située dans la zone "Mouvements". Le curseur de la zone "TAPE" permet de changer la vitesse de l'animation.

2.3. Copier/coller et Phasing

This feature is available with "EasyTime" and "EasyStep" racks, let us see now how to use it. With this new tool, you can quickly copy and paste a sequence to one or several fixtures. When your sequence is ready to be pasted to the other fixtures you must click on the "Copy" button (below the "EasyTime" or "EasyStep" button) and then select the channels you want to copy (like we did before). The following window appear:

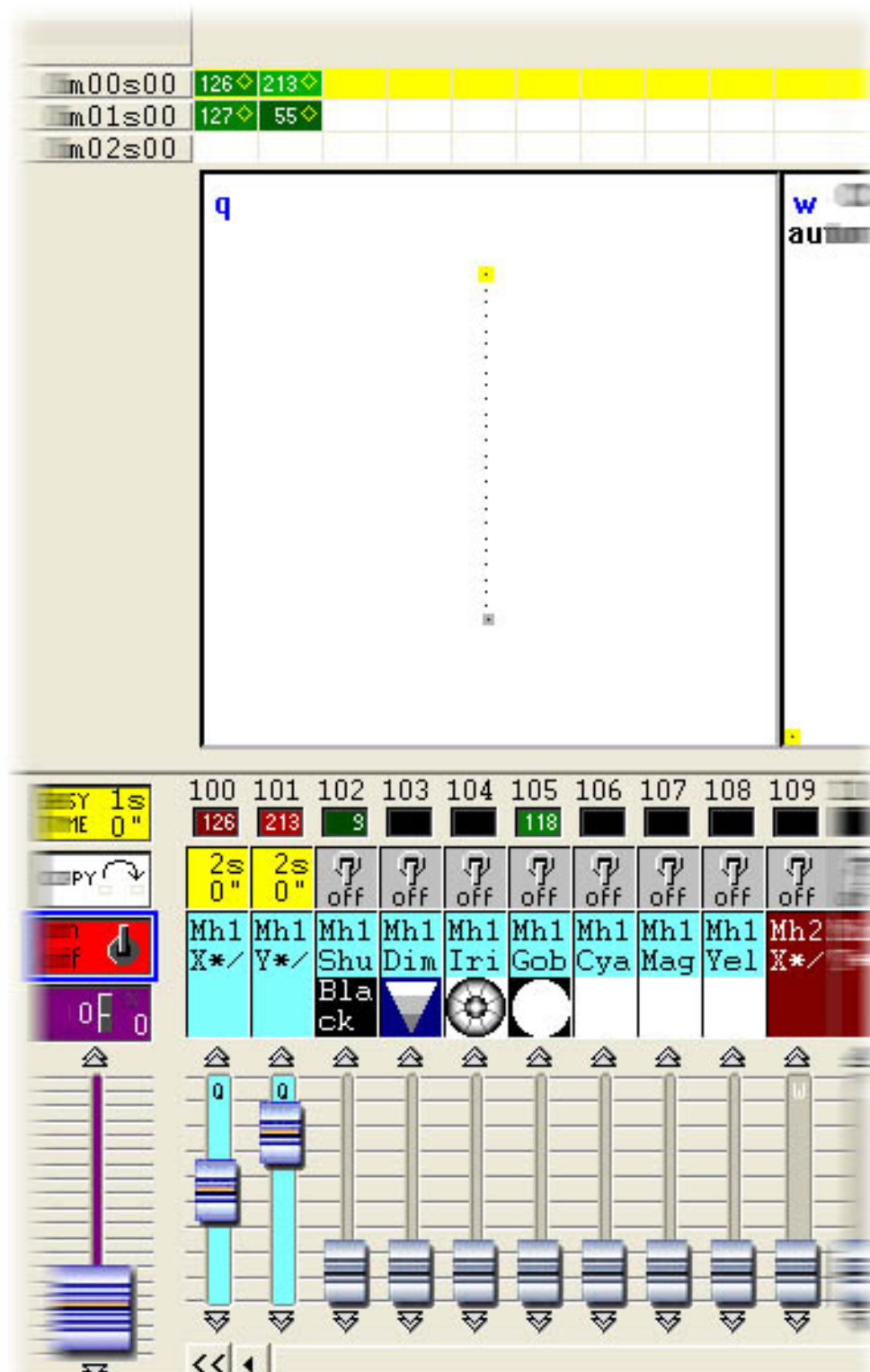


By default, "Simple" is selected. That means that the sequence will be pasted to the selected fixture. If you want to paste the same sequence to more than one fixture you have to select "Advanced" and then select the fixtures. Three options are available:

- All : means that the sequence is pasted to all (same) fixtures
- Selected group : means that the sequence is pasted only to the fixture of the selected group
- Specified fixtures below : you can select the fixtures one by one

The phasing tool allows to easily create a "wave" with your scanners or a rainbow effect with your CMY colour changers. Basically, this new tool allows to copy some channels from a fixture to the other one. However, there is an advanced option which helps you to add a delay between each fixture for the selected sequence.

How to create a "wave" or a rainbow effect

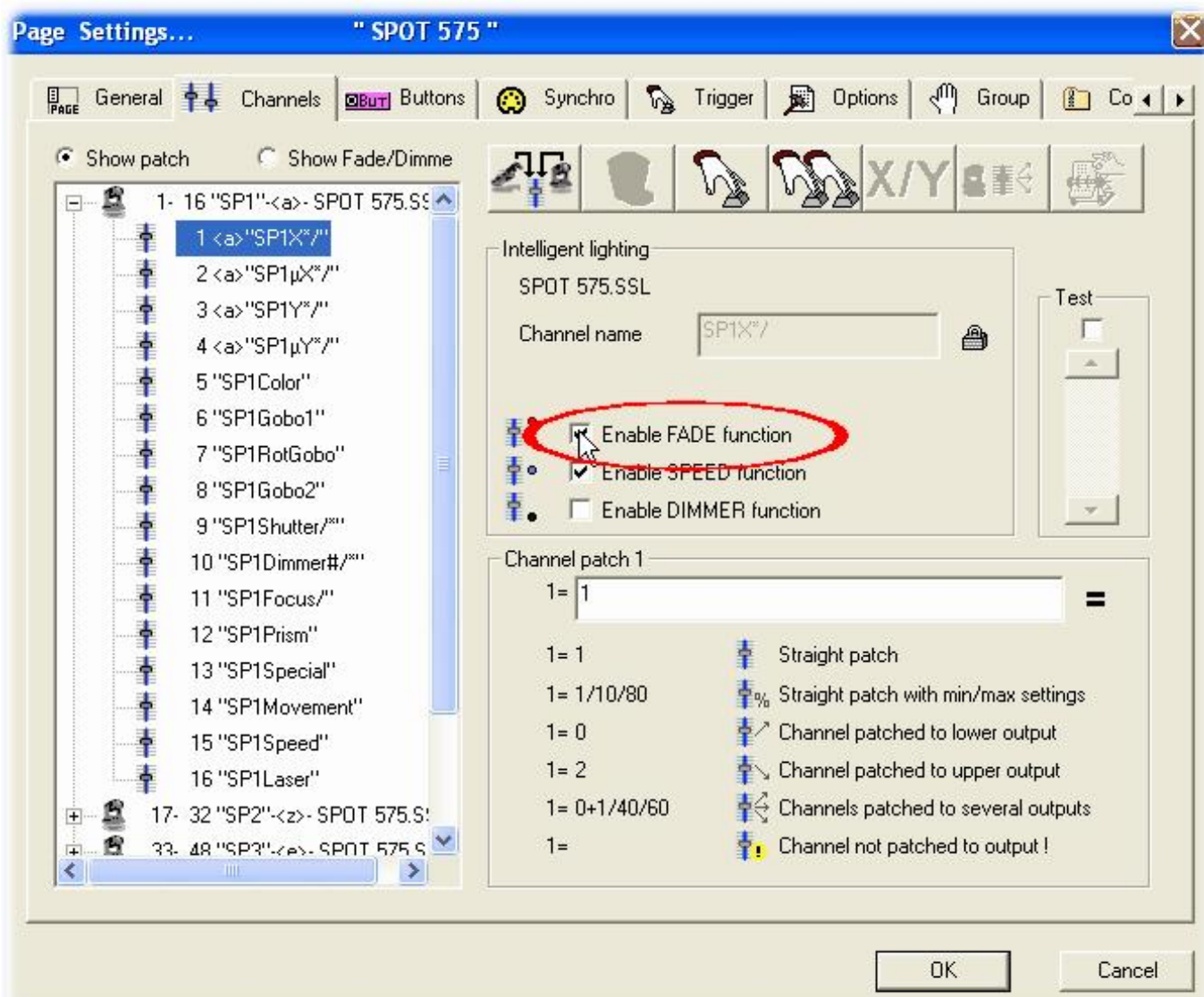
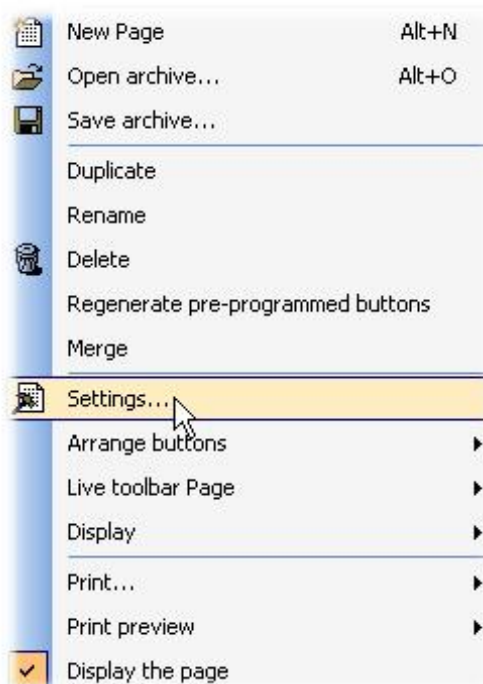


Once we have made this, we can copy the "PAN&TILT" channels and paste to one fixture. The "Copy/Paste" window appears and we must select "Advanced" to access the phasing function. After having selected "Phasing (only with EasyTime or EasyStep channels)", you must specify the type of phasing:

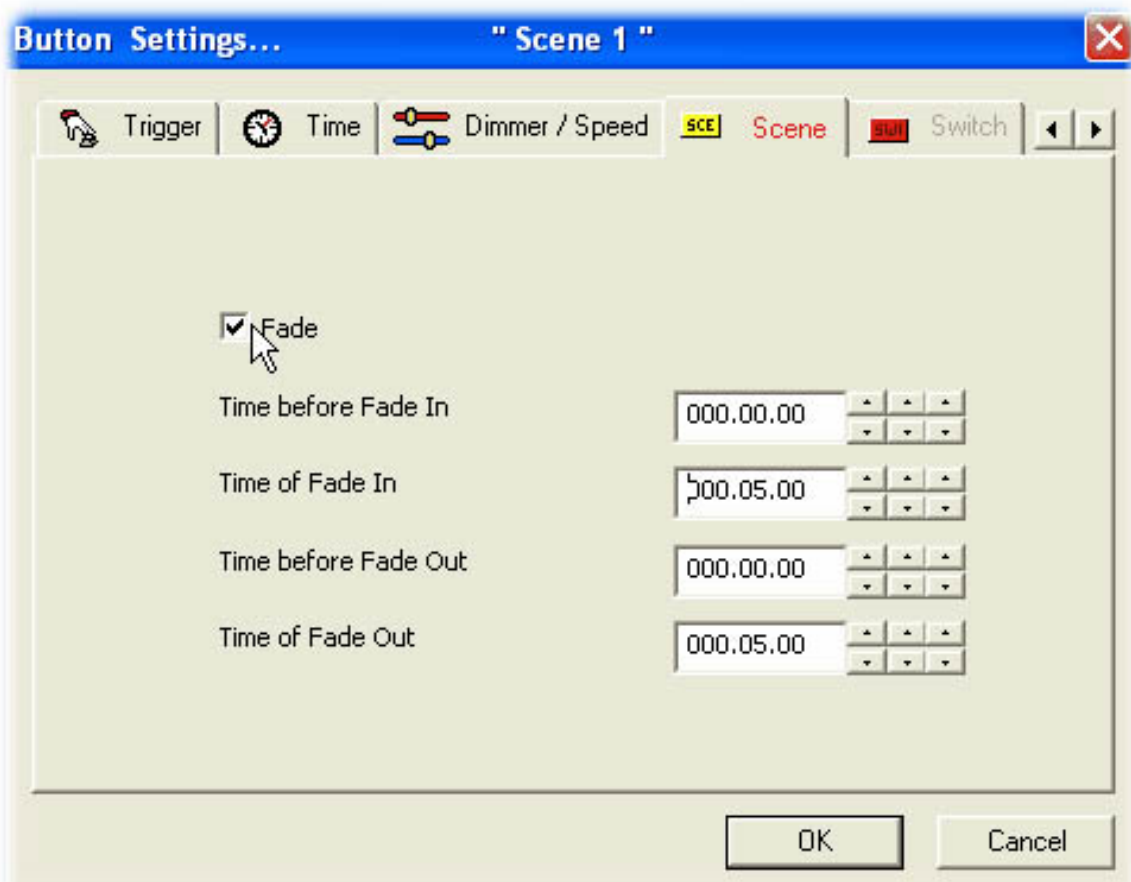
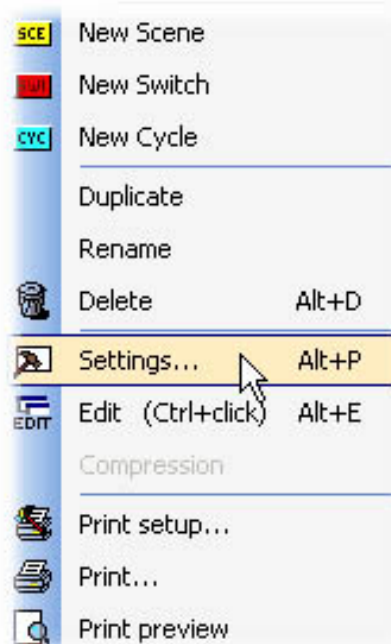
- Manual means you have to specify the delay manually with the cursor
 - Other options are pre-programmed delays taking the number of fixtures into account
-

3. Fondu entre scènes

It is possible to fade from one scene to another one. For instance, this is really useful to go from one position to another one very slowly, to open/close the dimmer of your lights...A few things need to be checked before to start programming our 2 scenes. First of all the "FADE" function must be allowed on the channels we want to use. To do so, we open the "Page Settings..." window from the menu and we go to the "Channels" tab (see below).



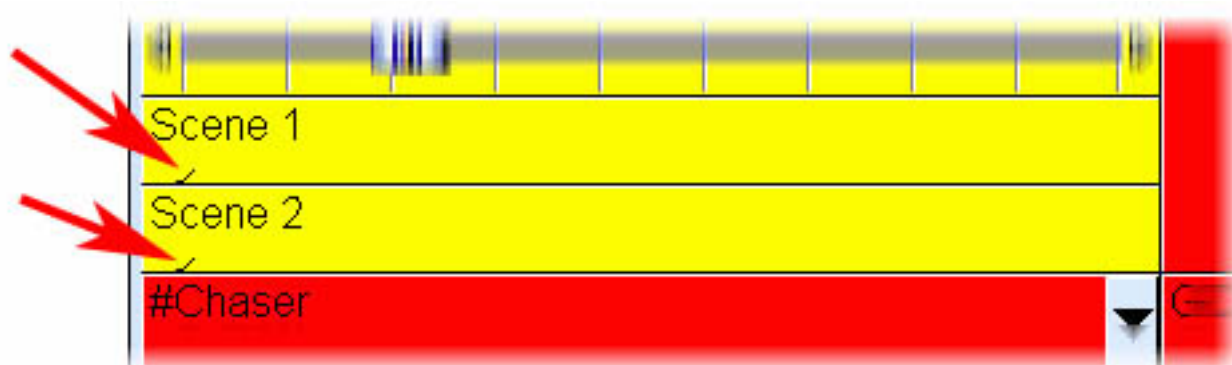
All the channels of our page are listed in the list situated on the left side of the window. We want to make a fade between 2 positions, so we must enable the "FADE" function on Pan&Tilt channels for all our fixtures. Please note that the function is already enable on Pan&Tilt channels...however this is good to see how to do it. Now it is time to create our 2 scenes. In the previous chapter we saw how to create a scene "As you see now"...we will use the same function and create the scenes using the TAKE buttons.



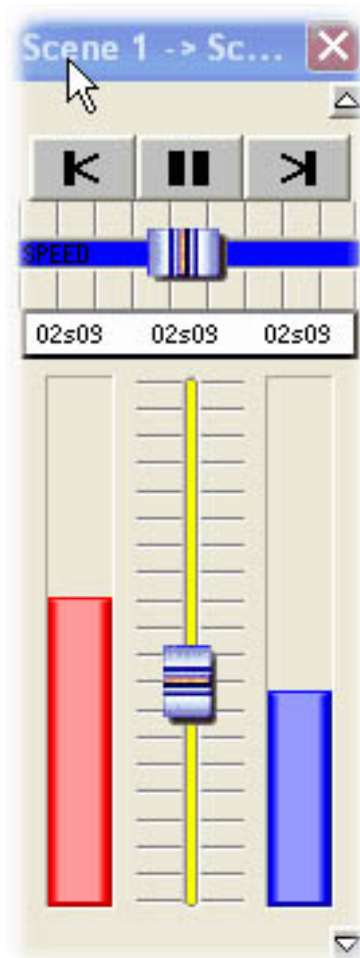
Once the "Fade" function has been selected, we can setup the fade times. Please keep in mind that the channels can have their levels increasing (Fade In) or decreasing (Fade Out):

- Time before fade In : Time between the call of the scene and the beginning of the Fade In
- Time of Fade In : Fade In time
- Time before fade Out : Time between the call of the scene and the beginning of the Fade Out
- Time of Fade Out : Fade Out time

Here, we can leave the default settings which are 5 seconds for the Fade In/Out times and no time before Fade In/Out. We can click on OK when it is finished and our first scene is now ready to be used. Let us create the 2nd one and call it "Scene 2". To do so, we release all the buttons in our page (double click on INIT) and we call the "Scene 1". Then we use the TAKE buttons to setup a different position for each fixture and we save the scene with the "As you see now function". Now we just have to setup the Fade times (as we did with the 1st one) and we are ready to fade from our "Scene 1" to our "Scene 2".



When a fade is running, the following window appears and shows you the FADE IN (left, red) and the FADE OUT (right, blue). This window allows to make a break, to increase the speed of the fade, to jump to the end of the fade or to go back to the beginning. Please note that you can make this window visible or not by clicking on "Fade" from the "Windows" menu.



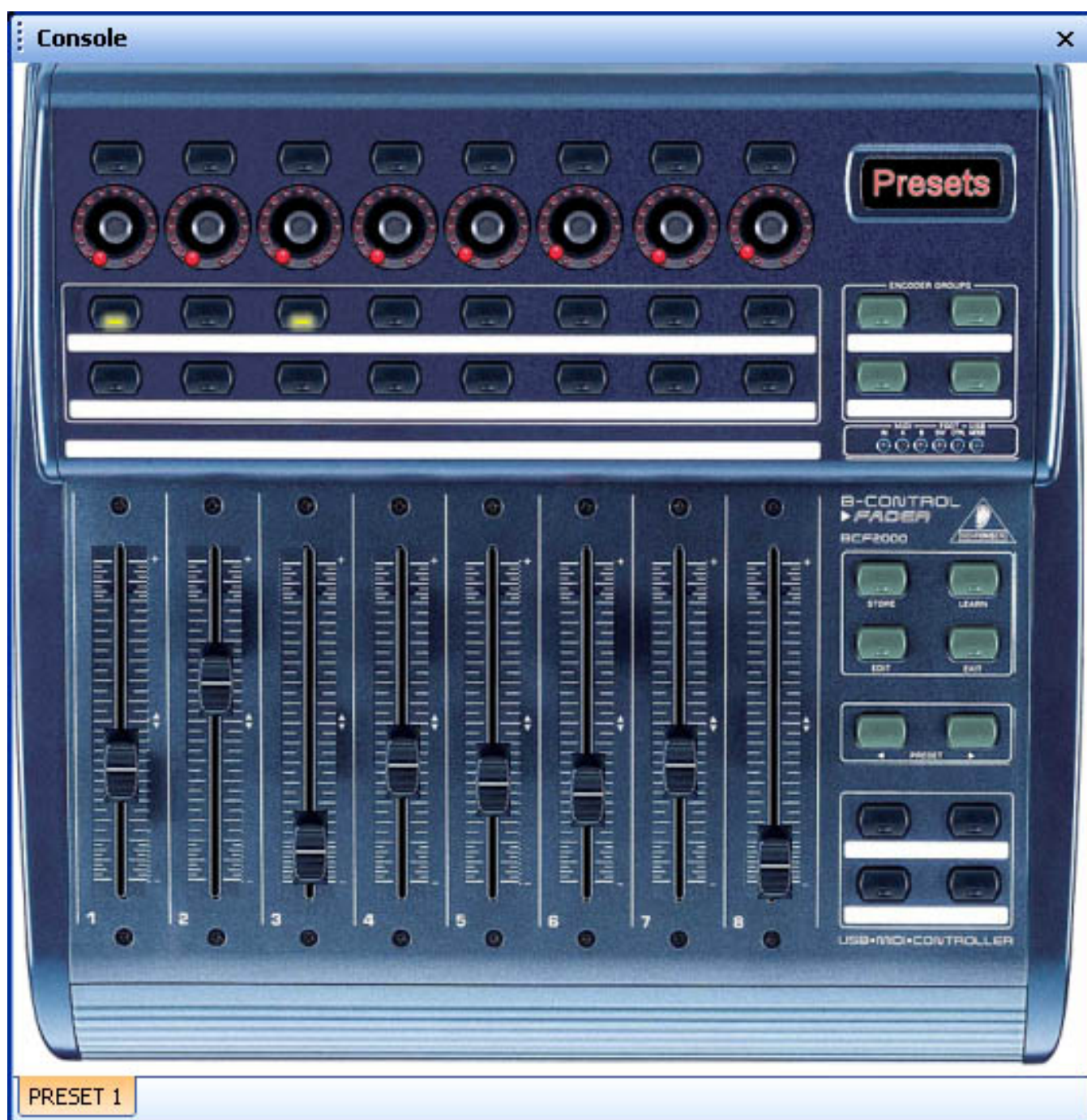
Please keep in mind that the FADE function is not available on channels which have been programmed with the ON/OFF mode. This is very useful to make some channels fading or not in a scene. Imagine you want to fade from one position to another one with your fixtures but you want to change the gobo without fading in the same scene. The gobo channel must be programmed with the ON/OFF mode, or the FADE function (Page Settings window) must be disabled on this channel.

4. Déclenchements externes

4.1. MIDI - Easy Console

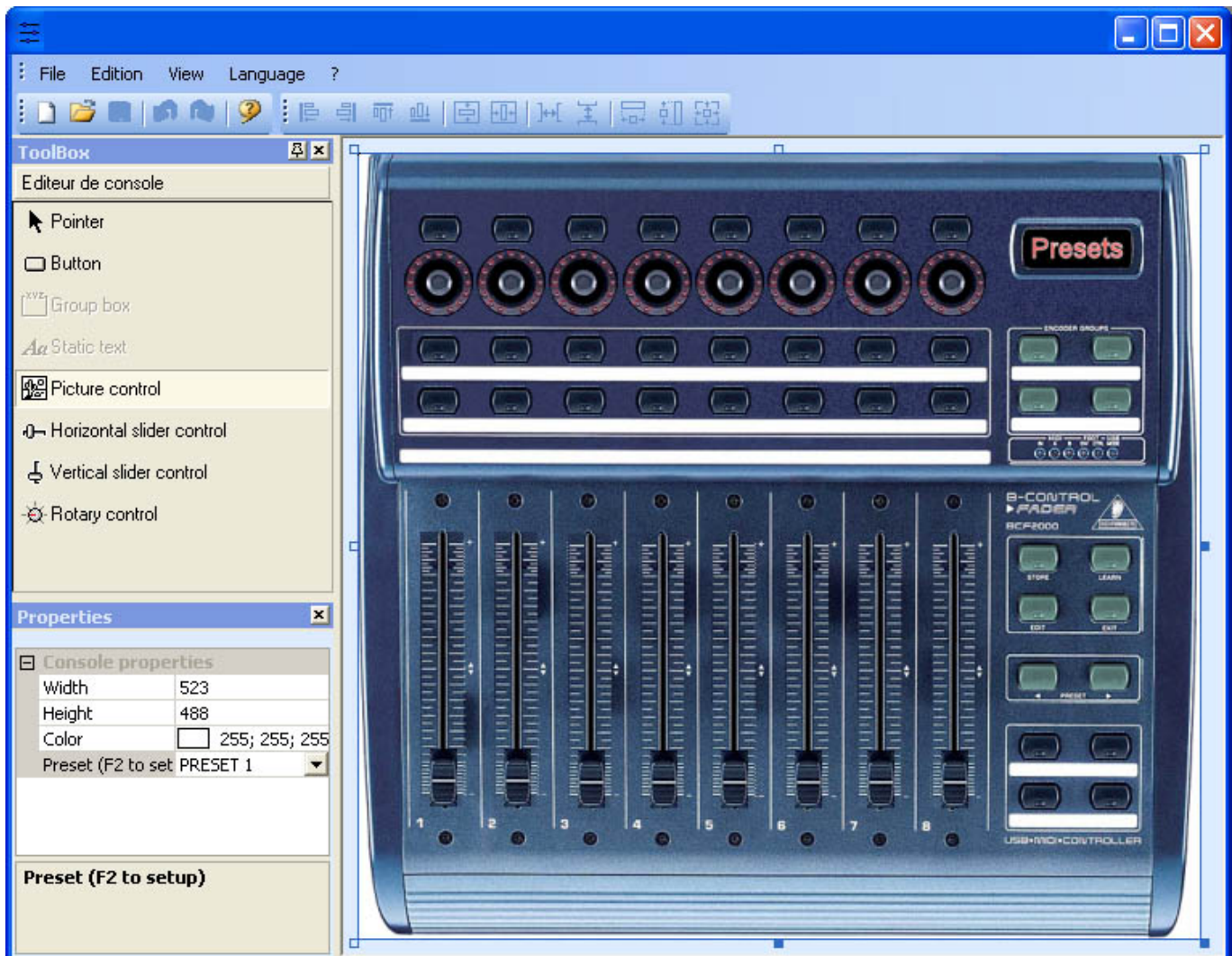
4.1.1. EasyConsole, what is it ?

EasyConsole is a new powerful tool for LIVE control. It allows users to connect any MIDI controller to the software and assign numerous features to it. It is possible to control the speed or size of a sequence, jump from page to page, select a particular button, freeze all DMX channels... and many others. Once your show has been programmed with the software, it is very easy to assign it to the MIDI controller's faders and buttons. This is an incredibly powerful tool that will both save users time and allow a more precise control during "Live" applications. The following image is an example of a MIDI controller with rotating buttons and faders, all of which can be perfectly assigned to work with our software.



4.1.2. First, setup your controller on screen

The first thing you want to do is draw your MIDI controller on your screen, which will simplify its use within the software. To make this work, a simple white square with faders and buttons can be enough. However, you can make the screen representation of your controller closer to reality by pasting pictures of it. The EasyConsole tool allows you to do that. You will be able to draw your controller and then use it with Sunlite 2006 in just a few minutes.



Defining the background and adding images

It is very easy to create an accurate screen controller following a picture of an actual MIDI board. The associated picture must be located in the "CSL" directory of the installation folder, in BMP format. The "Bitmap" section of the "Properties" window allows you to select an image from this "CSL" folder, which you can use as a background to create an accurate representation of your MIDI controller. If you wish to add an image to your controller, select the "Picture control" tool and insert a new picture. Then, you will be able to resize this picture, change its position, or even replace it using the "Properties" window.

Defining the controls : buttons, faders...

There are 4 types of controls available : horizontal and vertical sliders, rotating and regular buttons. These controls are available from the "Toolbox" window. Select the desired control from the toolbox and then click on your project to insert a new control. Using the "Properties" window you can, for example, move, resize or change the background image. You can also write labels on any control to clearly see its function within the Sunlite 2006 software.

Defining the presets

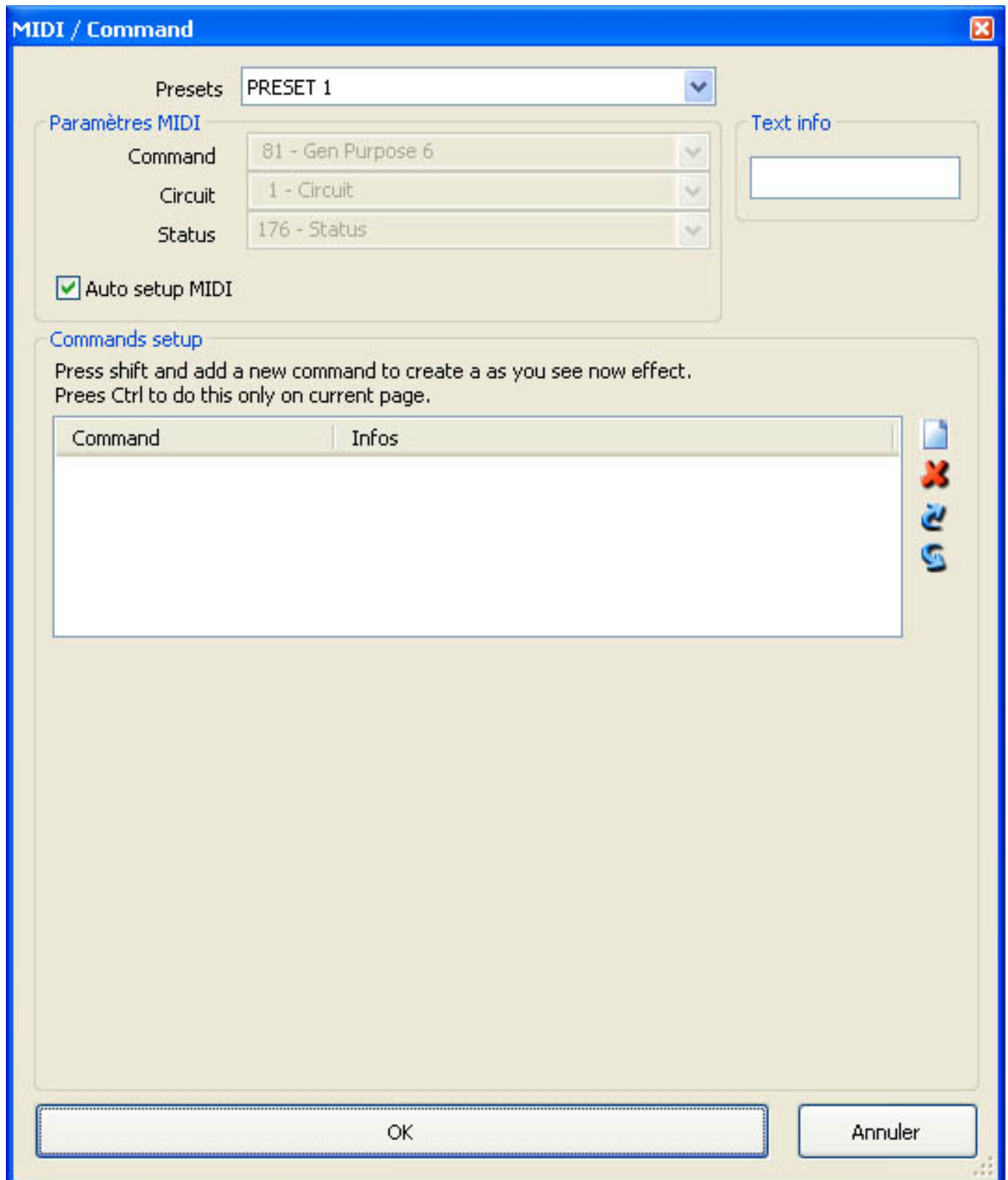
4.1.3. How to use EasyConsole

First of all, make sure that the MIDI function is enabled in the starting parameters window. Open the window from the "Controller" menu and go the the "Audio/Midi" tab to activate the function.



Assigning the MIDI controller to the software is very simple. Each button or fader must be assigned independently. There are two ways to assign to assign a button: the regular and the quick method.

Regular method



Once this window is opened and if the "Auto setup MIDI" option is activated, turn on the corresponding fader or button on your controller and it will be automatically assigned. Repeat the operation for all controls. Do not forget to save the configuration by clicking with the right button of the mouse on the title bar and selecting "Save" from the menu.

General output
Page out
Page dimmer
Page speed
Page freeze
Page send DMX
Page send 3D
Page manual fade
Page enable fade
Page select
Page select previous
Page select next
Button dimmer
Button speed
Button size
Button activate
Button select
Button select previous
Button select next
Button edit
Button save, close edition
Fade play
Fade go back
Fade go next
Fade progress
Fade speed
Switch windows
Previous Preset
Next Preset
Preset select

These are not new functions and are explained in numerous chapters throughout this manual. You can control functions like SPEED, DIMMER or SIZE of your effects. You can also select pages or buttons, freeze the outputs, assign the DMX outputs to one or several faders of your controller in order to have a general master fader, for example. Do not forget to save your modifications. This is not done

automatically.

Quick method

This method is really faster and enables to setup 80% of the available features.



Imagine now you want to assign a scene or a switch to a button of the MIDI controller, a blackout button for instance. Use the shift-click function (hold the shift key and click with the right button of the mouse) on the switch and select "Button activation" from the "Link to Midi Controller" option. This will open the following window, 4 options are available:

- On/Off: the switch is called when the MIDI command is sent
- V>Level: specify the minimum MIDI command level to call the switch
- Level: specify the minimum MIDI command level to call the switch
- V- level1



4.2. MIDI - Midi Time Code (MTC)

MIDI TIME CODE input is useful to synchronize a cycle with an incoming **MIDI TIME CODE** signal. In this case the software is said to be "Slave" and the external system "Master". The signal can be generated by a CD/DVD player, an SMPTE generator, a 3rd party software (sound, video, laser...).

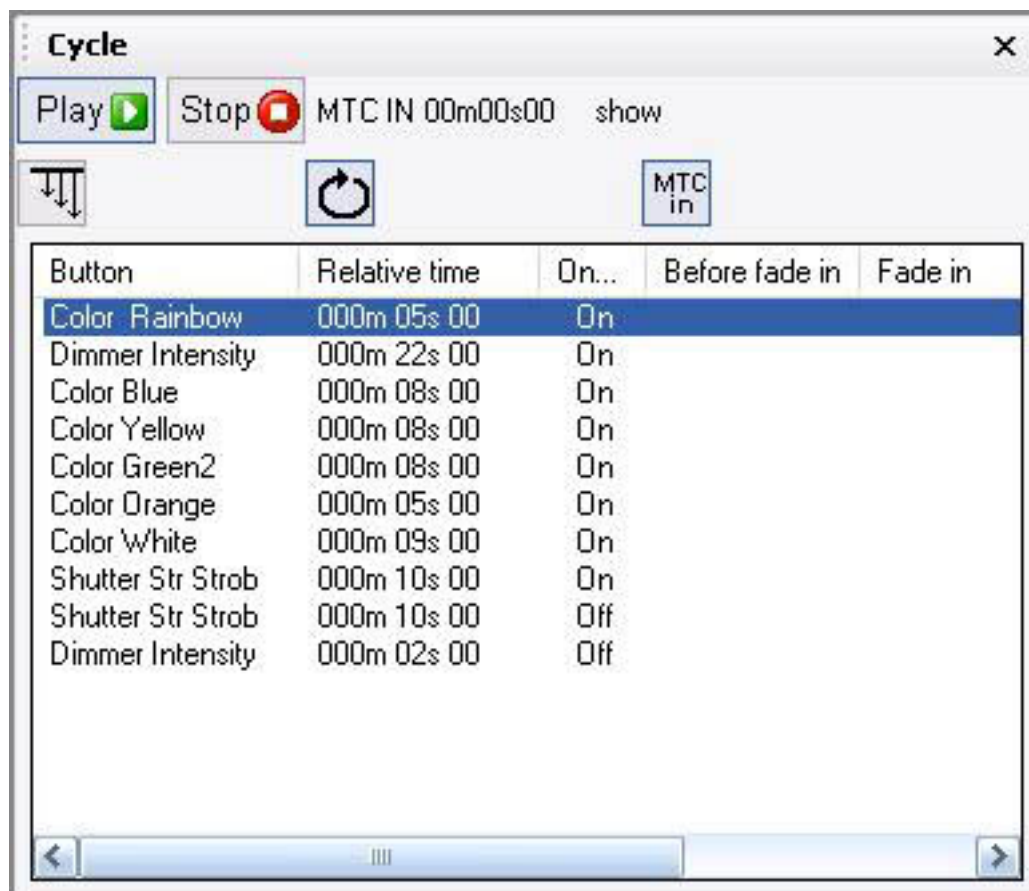
For such use, make sure :

- your computer is equipped with a MIDI card (usually included in sound card) or a USB-MIDI interface
- to activate "MIDI IN" function in the "Audio/Midi" section of the "Starting parameters" (from the "Controller" menu)
- to activate "TIME CODE IN" in "Synchro" section of "Page - Settings" window

Once all the settings are over, it will be possible to synchronize with MIDI TIME CODE input all the cycles in the corresponding page (one at a time). A small button "MTC IN" appears in the Cycle windows to disable/enable the function as shown in the picture below.

N.B.

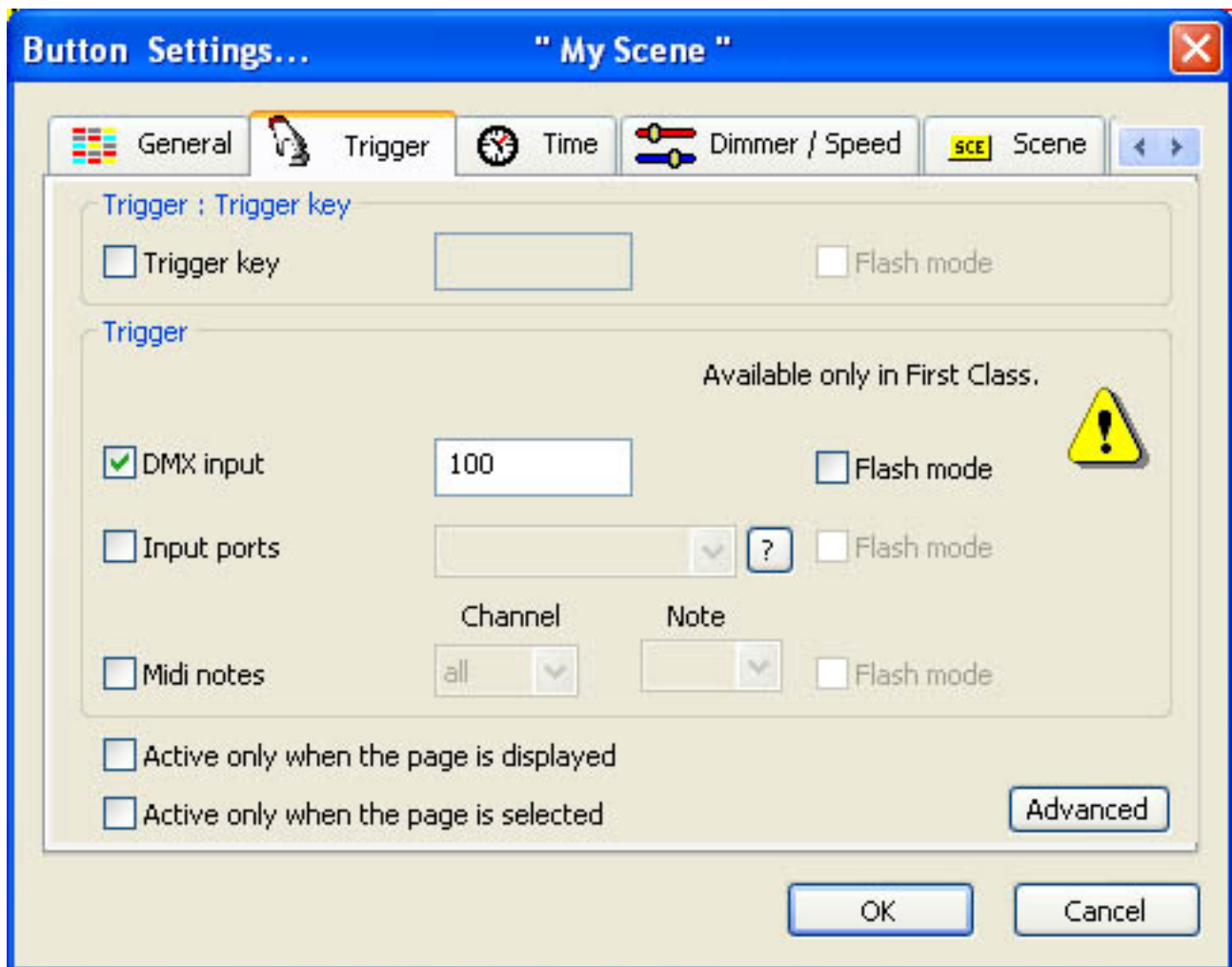
Incoming MIDI TIME CODE can also be activated while creating a cycle. Timing will then be automatically computed on MIDI TIME CODE.



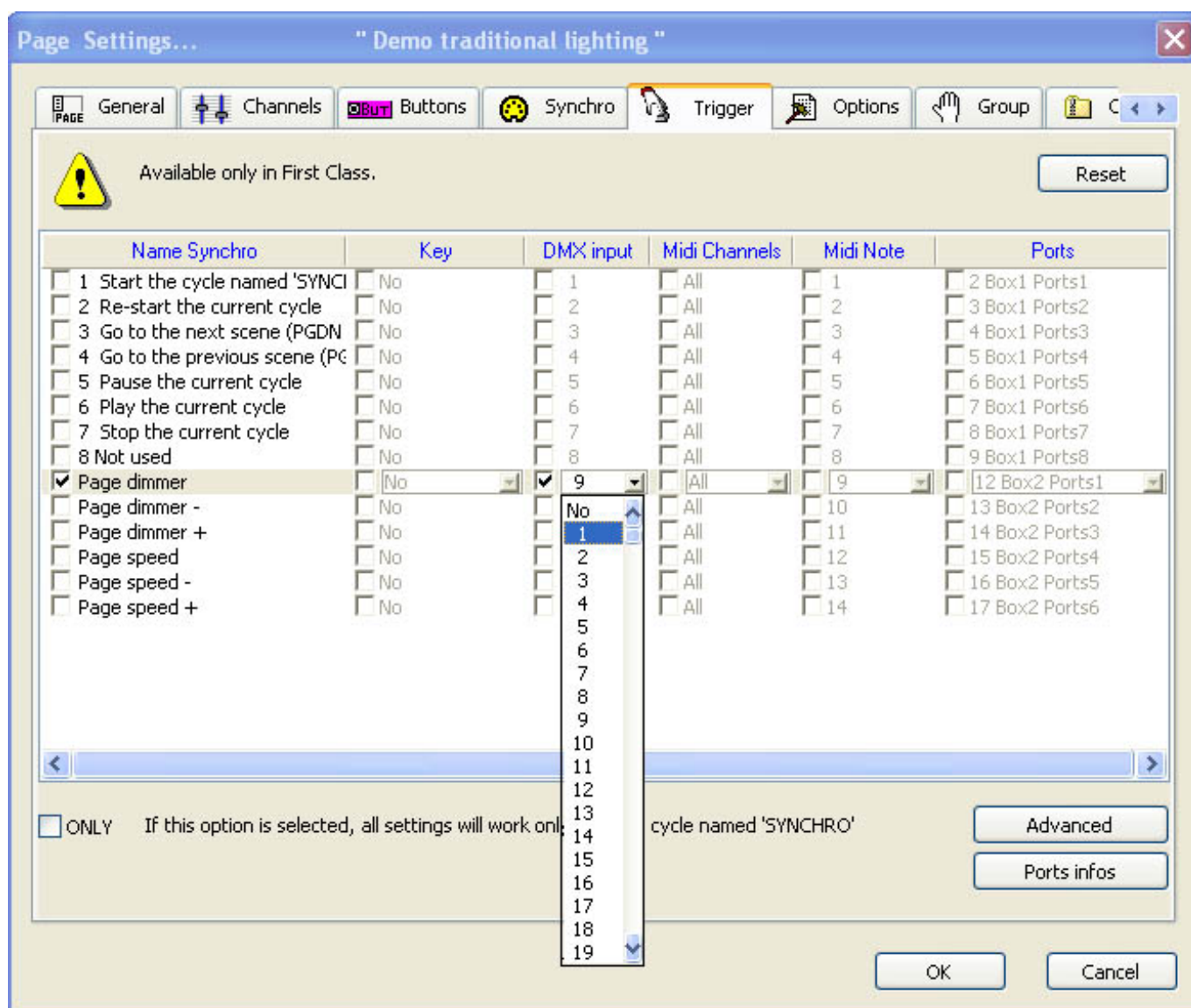
4.3. DMX

Several functions can be triggered by DMX input channels on the user screen. You can start a button (scene, switch or cycle), control the SPEED and DIMMER faders...

Buttons triggering



Faders control

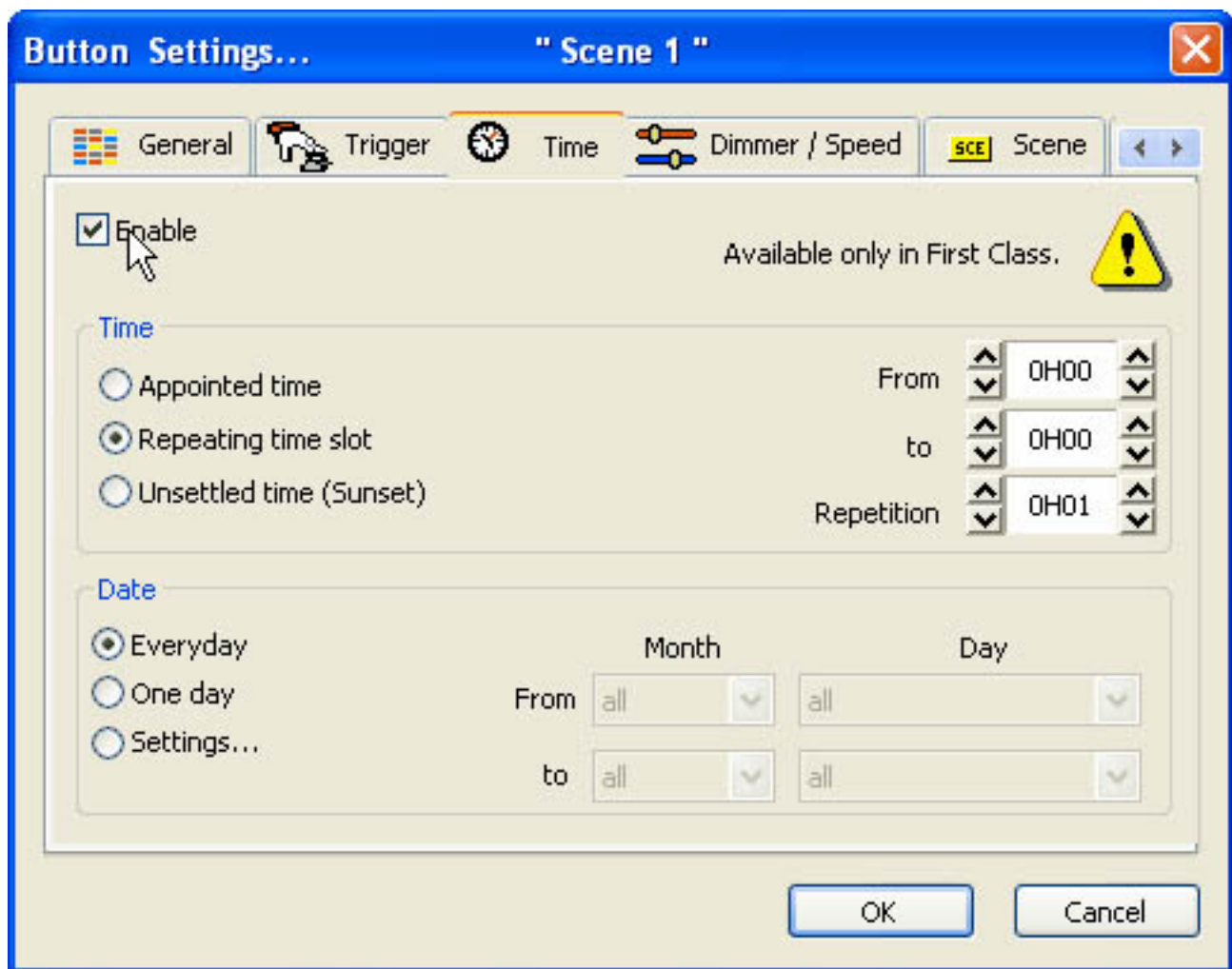


Now, you can modify the dimmer of your page in real time with your external DMX controller.

This option may not be available with your version of the software.

4.4. Horloge et calendrier

The software can be triggered by Time (PC clock and calendar). This feature is available only in First Class version and is very useful for architectural lighting. You must open the following window to setup time triggering ("Button" menu, then "Settings"). The button you want to trigger must be selected before to open this window!



First of all, we must click on "Enable" to modify the settings. Several options are available to trigger a button (scene, switch or cycle):

Appointed time

Select what time you want to start your button.

Repeating time slot

Imagine you want to start the same sequence every 30 minutes from 10 am to 3 pm. You must setup 10H00 in the "From" box, then 15H00 in the "to" box and finally 0H30 in the "Repetition" box.

Unsettled time (Sunset)

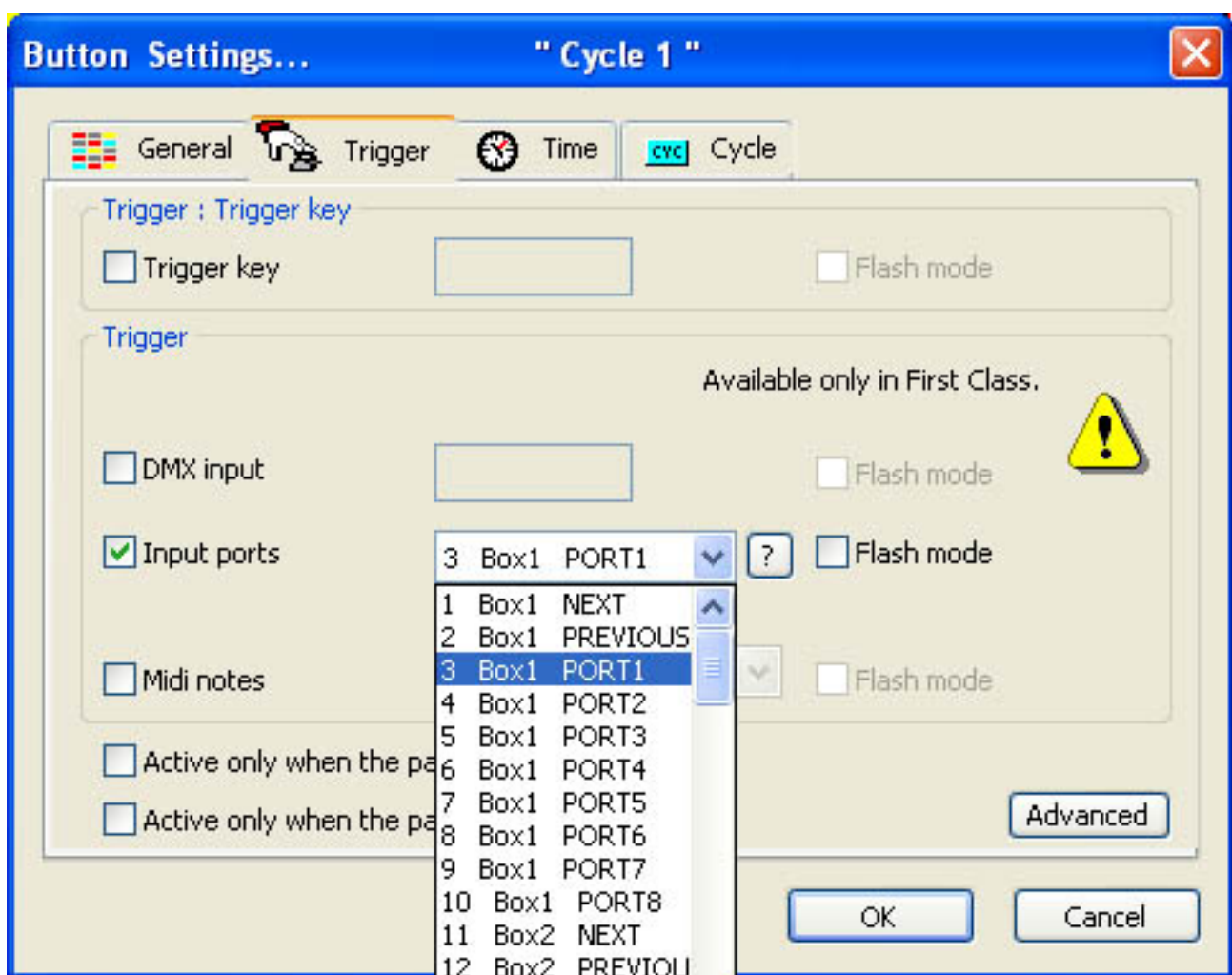
Imagine you want to start a cycle every day following the sunset. You must use this option to do so. First, select the "Date1" (first day) and the "Date2" (last day). Imagine you want to start your sequence at 15H00 the first day and at 21H00 the last day, you must setup 15H00 in the "Time1" box and 21H00 in the "Time2" box. The software will calculate the time for every day...

Do not forget to specify UP or DOWN. UP means that the triggering time will increase every day (until the "Time2"), DOWN means it will decrease...

4.5. Contacts secs

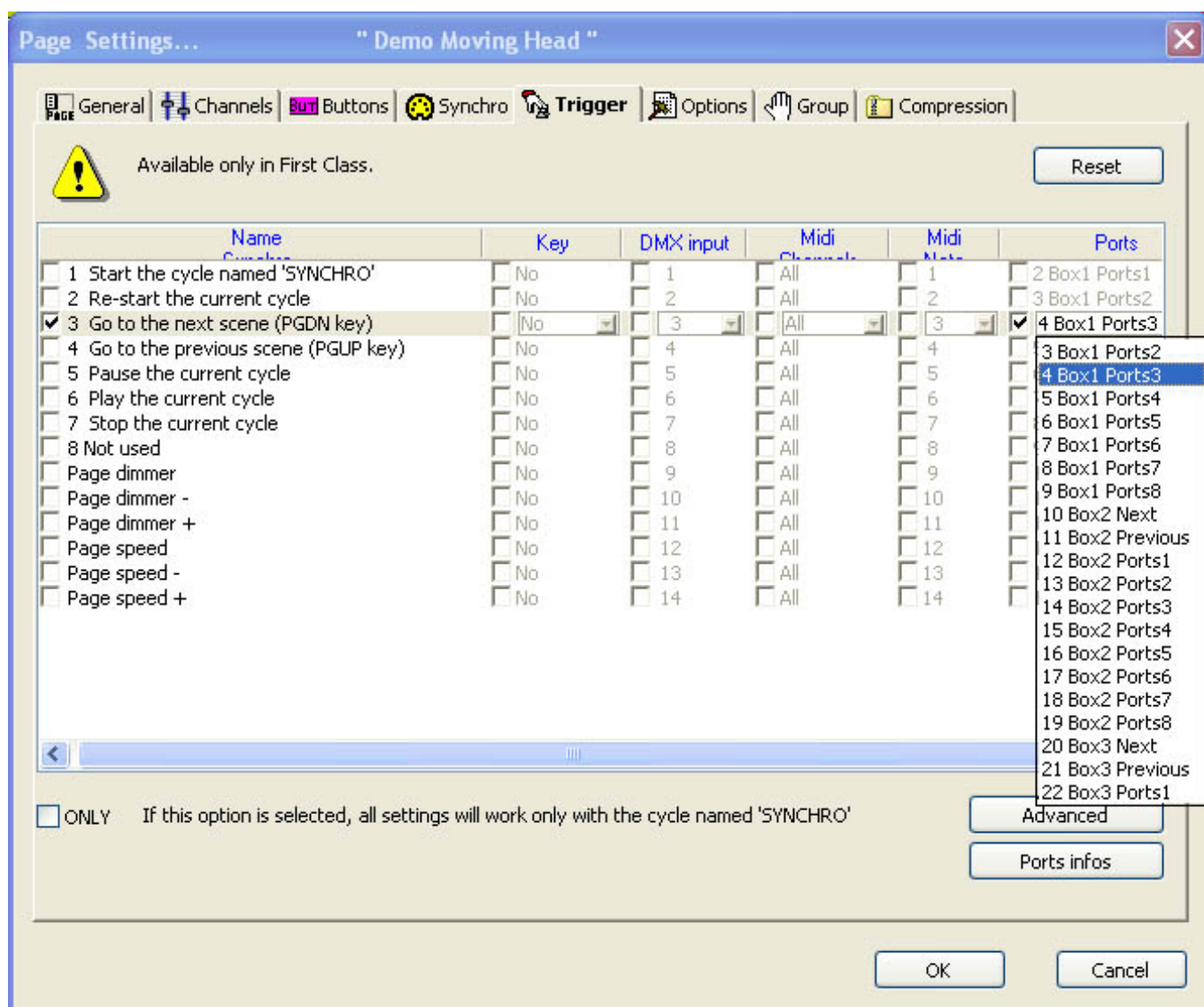
A 10-pin connector is available on the USB-DMX interface and makes possible to send 8 different contacts to the software. The reference of the connector is HE 10 (male). You don't need to send any power to the connector. You only have to create a contact between the pin 2 (ground) and the other 8 pins (please note that the pin 10 is not used). Several things can be triggered by ports.

Buttons triggering



Cycles triggering

It is possible to trigger the playback function of the cycles in a page. To do that we must open the "Page Settings..." window and go to the "Trigger" tab. Several options are available : play and stop the current cycle, jump to previous and next steps...



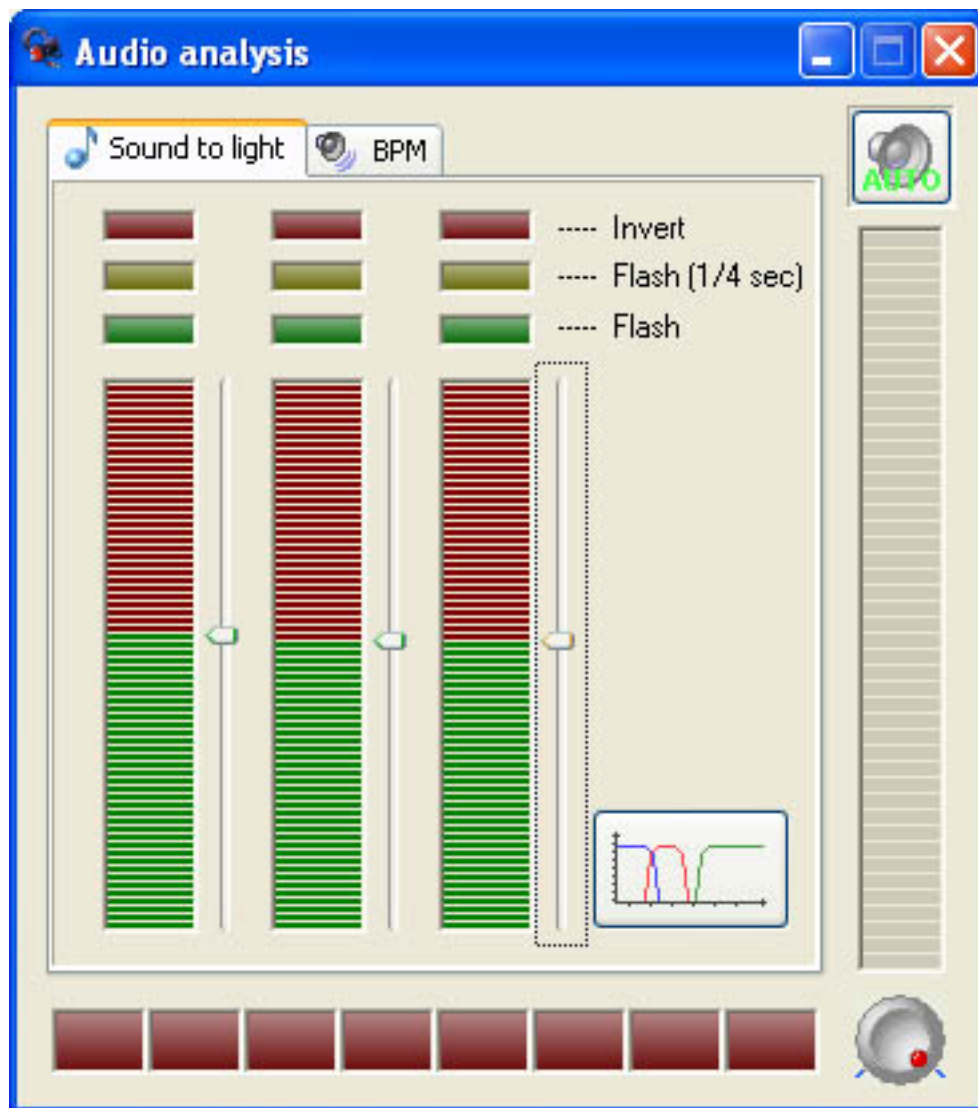
Note: If the "ONLY" option is selected, all settings will work on the cycle called "SYNCHRO".

You can find more informations about the connection of DMX interfaces by reading the hardware manual.

This option may not be available with your version of the software.

4.6. Analyse Audio

The Audio Analysis program allows to read and analyze a sound data through a sound card or straight through computer files (CD, WAV files...). Tempo and BPM can thus be picked out. Bass, medium and treble filters are made available in the SOUND TO LIGHT tab.

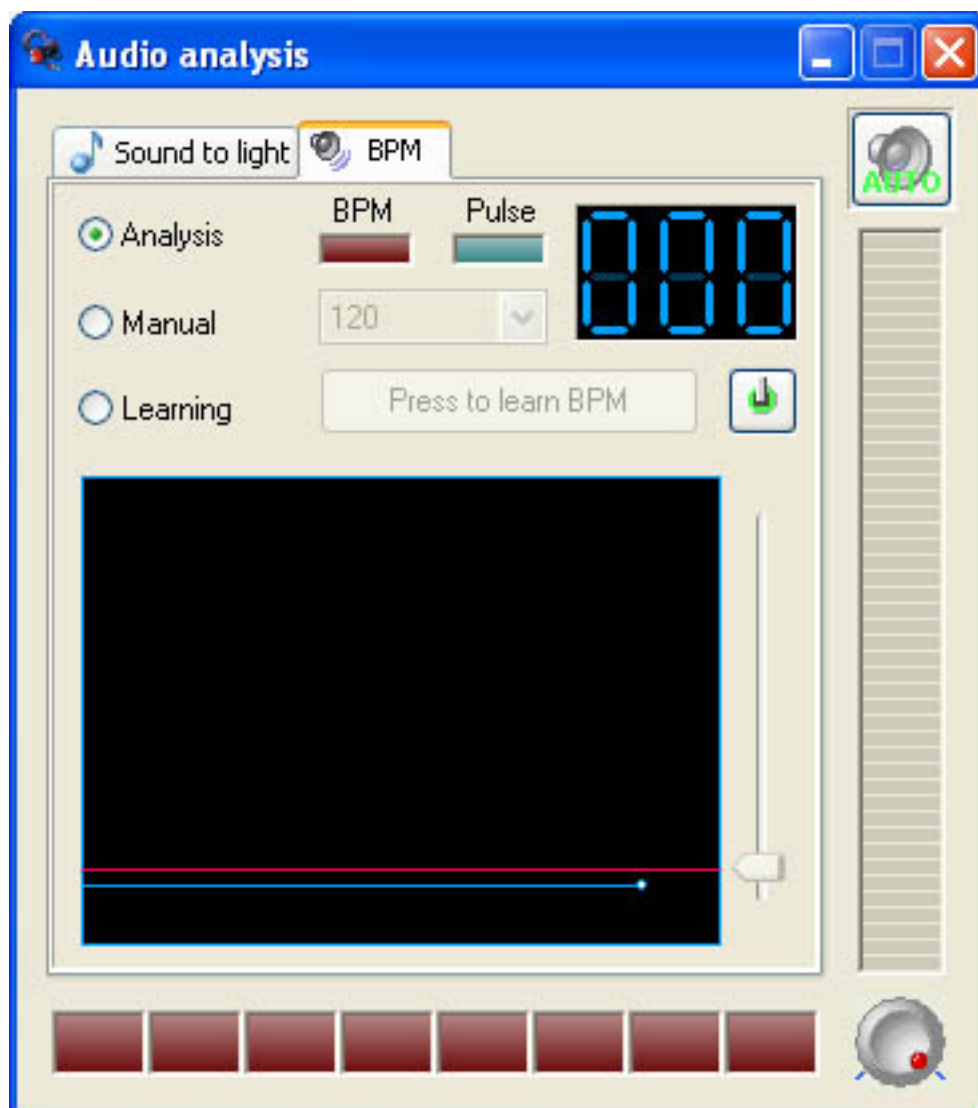


When Audio Analysis program operates as background task, the following icon appears on the Windows toolbar.

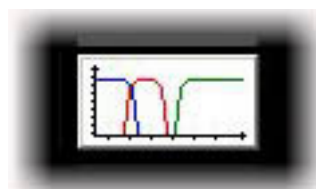


By double-clicking this icon you may open the complete window so as to modify parameters included in BPM and SOUND TO LIGHT tabs. Let us have a closer look at both of these features :

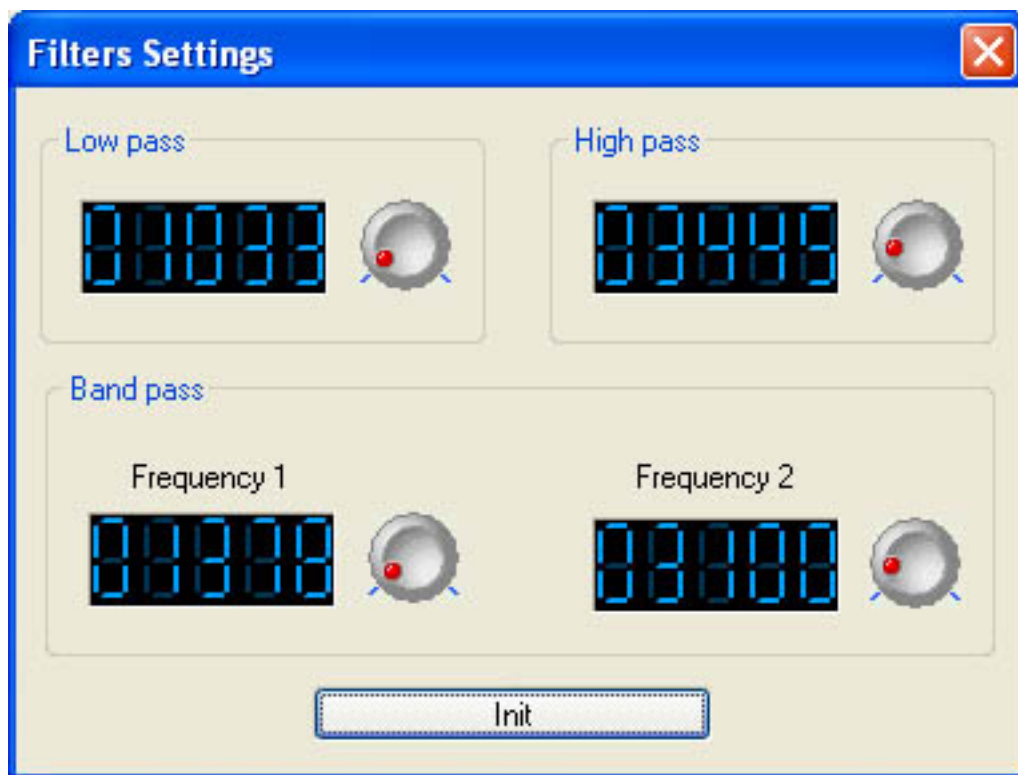
BPM



Sound to Light



The following window appears on screen:



The three filters may be personalized independently.

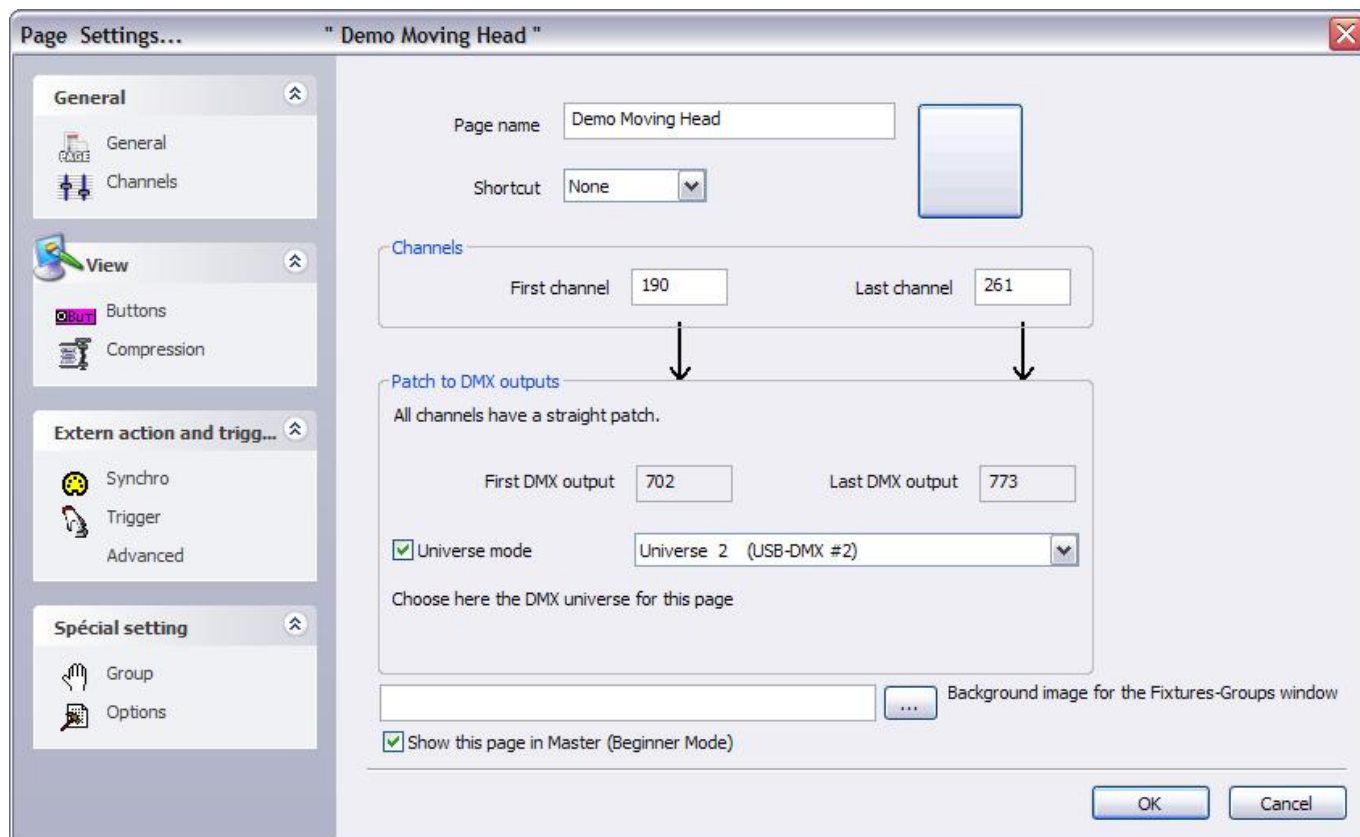
5. Page paramètres

The PAGE SETTINGS window contains all global options for each page. It is important to understand the different options available. Simple options like buttons size and font can be customized, and advanced options as well: patch, compression (buttons arrangement), triggering, channels and fixture options, etc...

General

In the "General" section, you can basically do 2 things:

1. Change the DMX Universe for your page, which means shift the addressing by increments of 512 channels
2. Add a Background Image to the Fixture-Group window; this will allow you to take a picture of your real stage and then place the icons for each fixture over the picture in the appropriate place

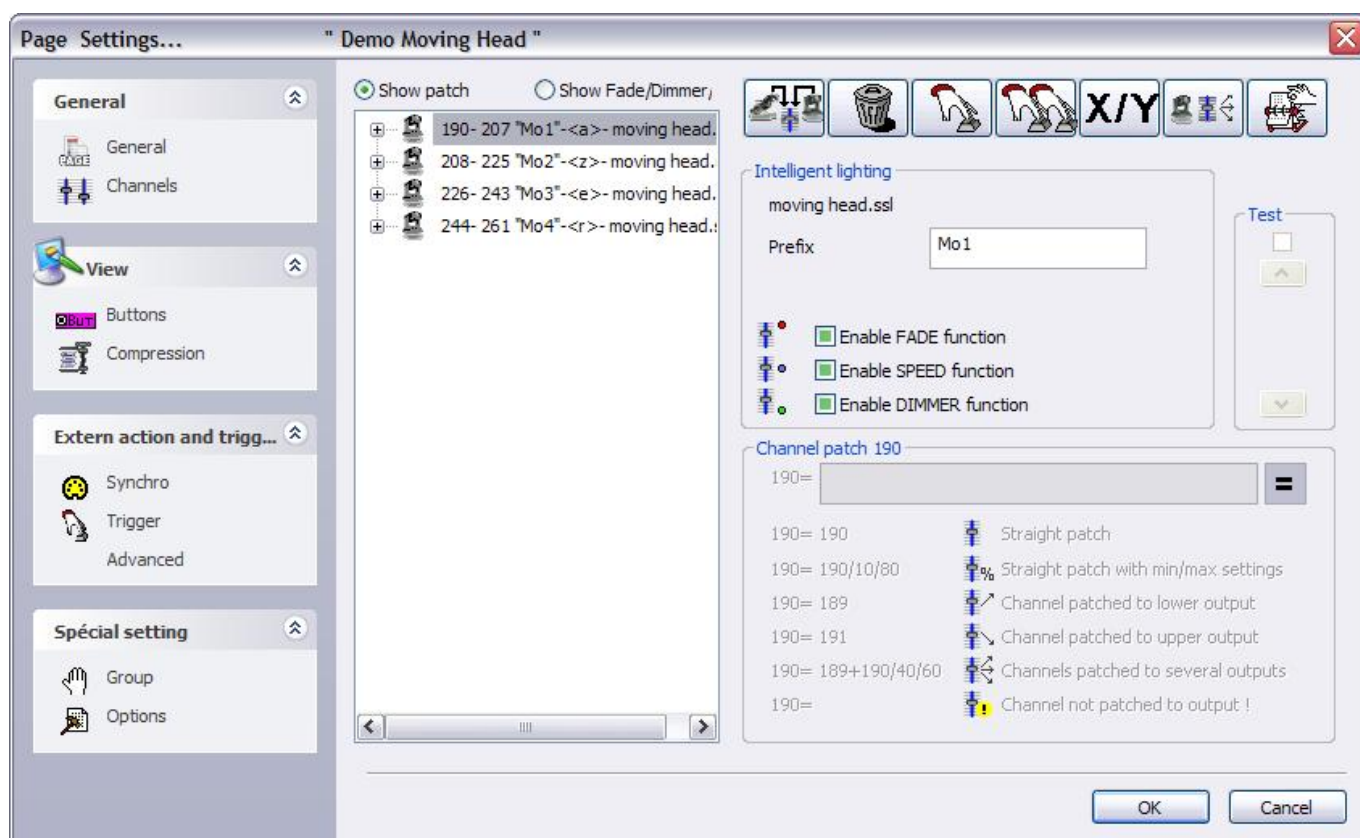


Channels

The "Channels" section allows you to change the properties of individual fixtures using the buttons on the top. Starting from the left:

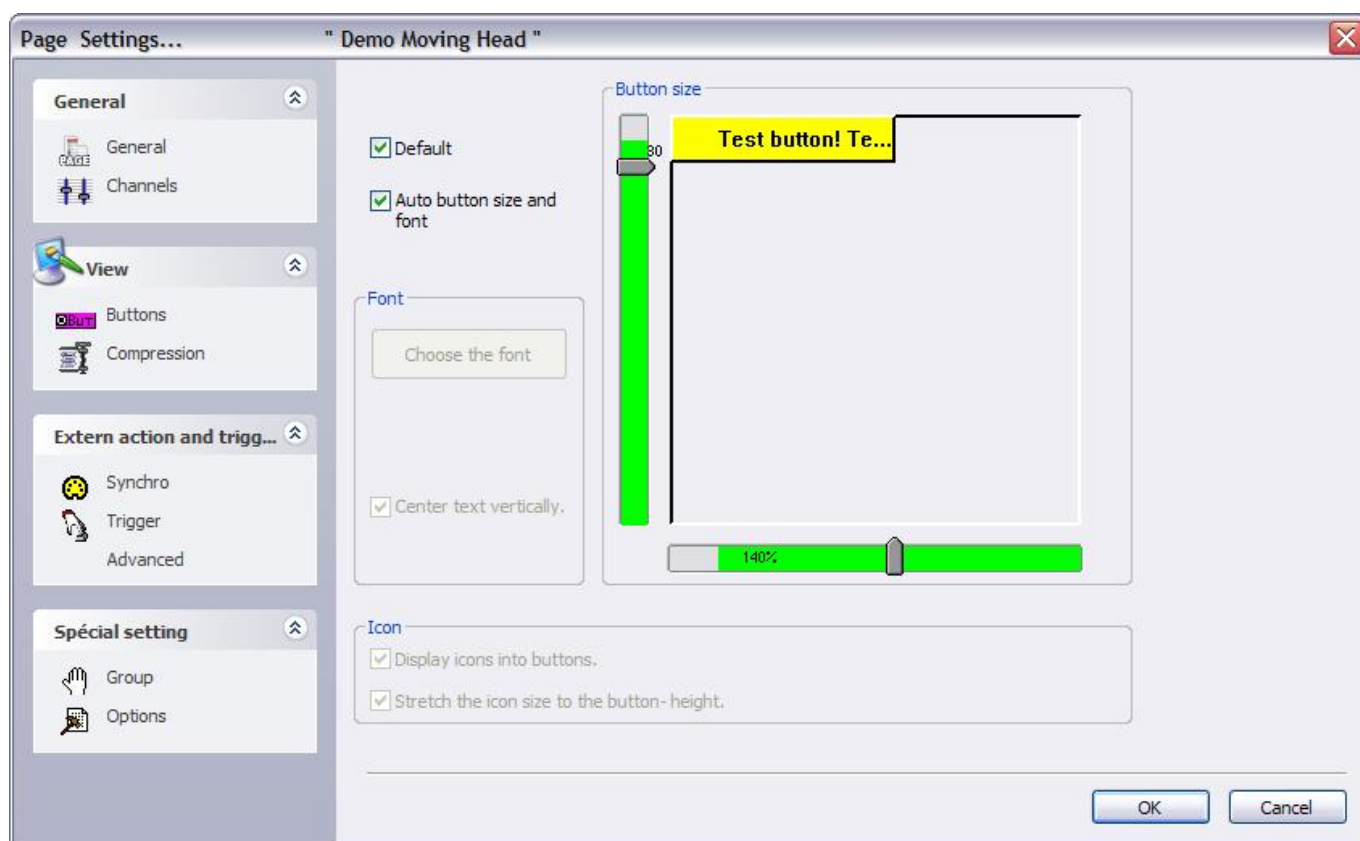
1. Insert fixture; you can insert a new fixture into a page that has already been created

2. Delete fixture
3. Set shortcuts; these shortcuts allow you to quickly access the channels for each fixture inside the Button Editor
4. Advanced shortcuts; here you can set the same shortcut for different fixtures, as well as invert the mouse's X and Y inside the Button Editor
5. X/Y; you can invert the pan/tilt channels for each fixture (symmetric movement), and you can also limit the maximum pan/tilt (prevent light from hitting walls, people, etc)
6. Change address; change the patch for a fixture's starting address
7. Update the library/profile of the selected fixture



Buttons

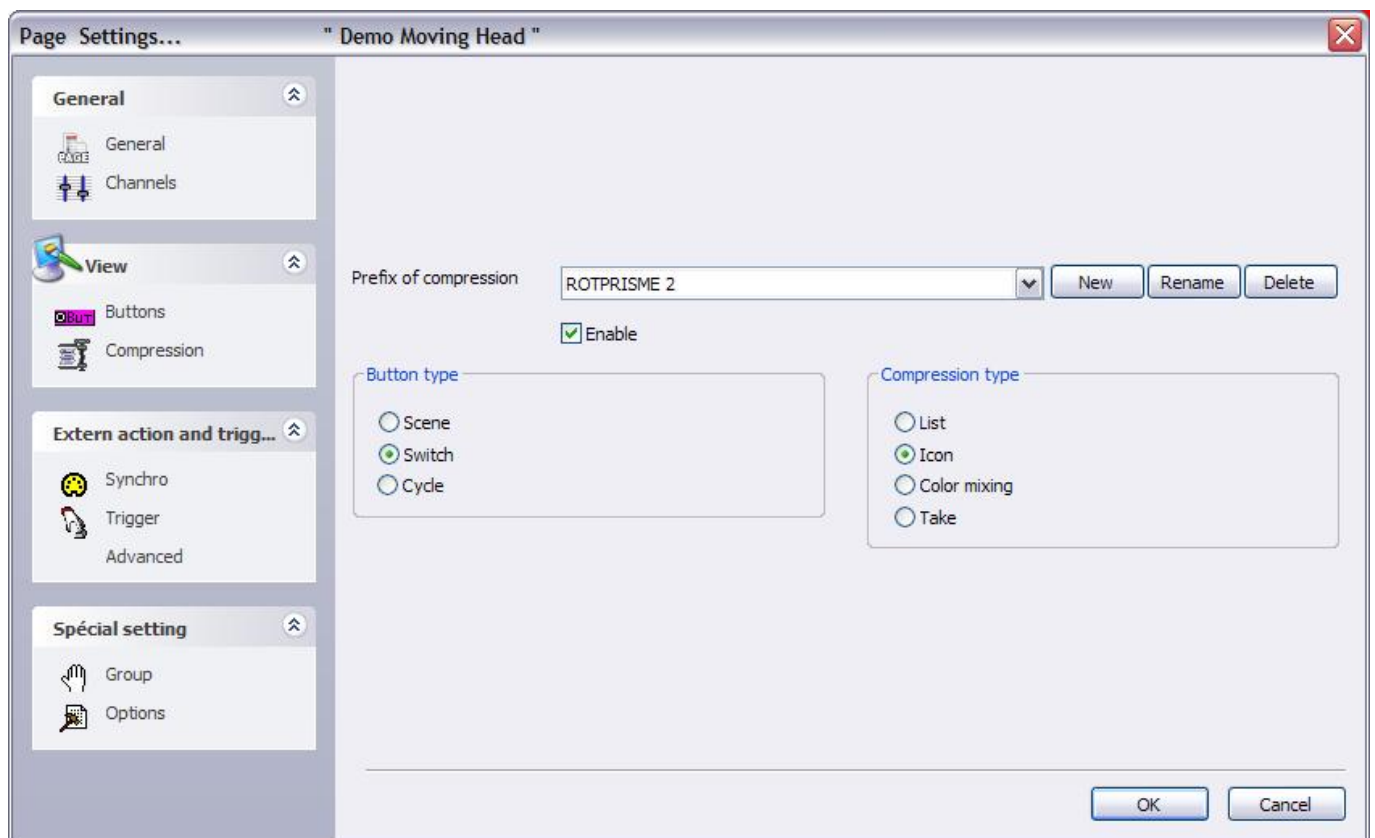
The "Button" section allows you to define the font and size of the buttons on your page. This is very useful if you need larger buttons because you have a very small screen, because you are using a touchscreen monitor, etc...



Compression

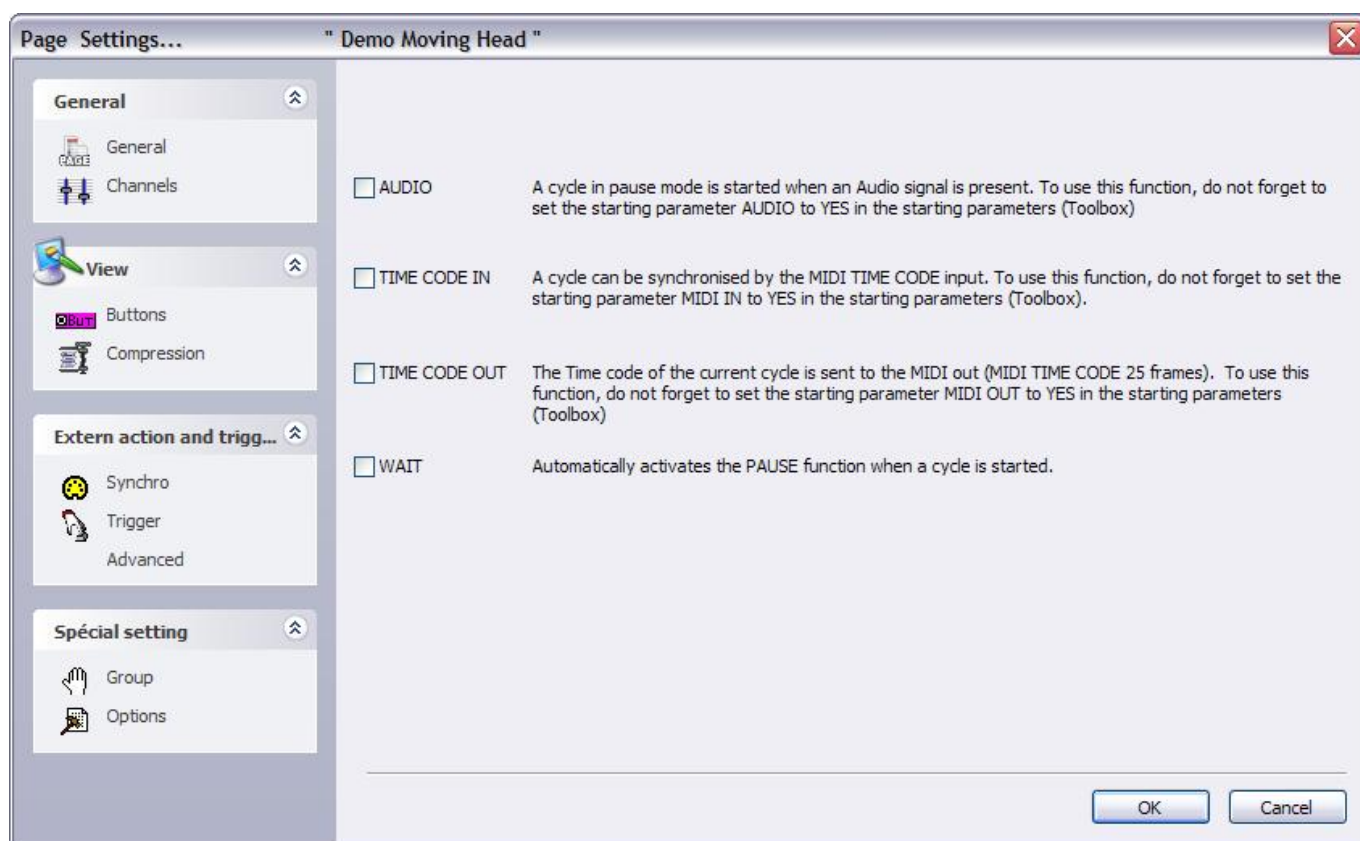
The "Compression" section allows you to create or modify the groups of buttons within your page. Notice how all COLOR, GOBO, PRISM icons are grouped together in your pages. When you create a new Compression group, all buttons whose name starts with those same letters as the name of the group will be linked together. For example, COLOR RED, COLOR BLUE, COLOR YELLOW, COLOR WHITE can all be compressed under the group named COLOR.

You cannot group Scenes, Switches, and Cycles together, so you must define what type of button the compression group will work with. Finally, you can set the Compression type.



Synchro

The "Synchro" section allows you to synchronize your Cycle buttons within the page in a number of different ways.



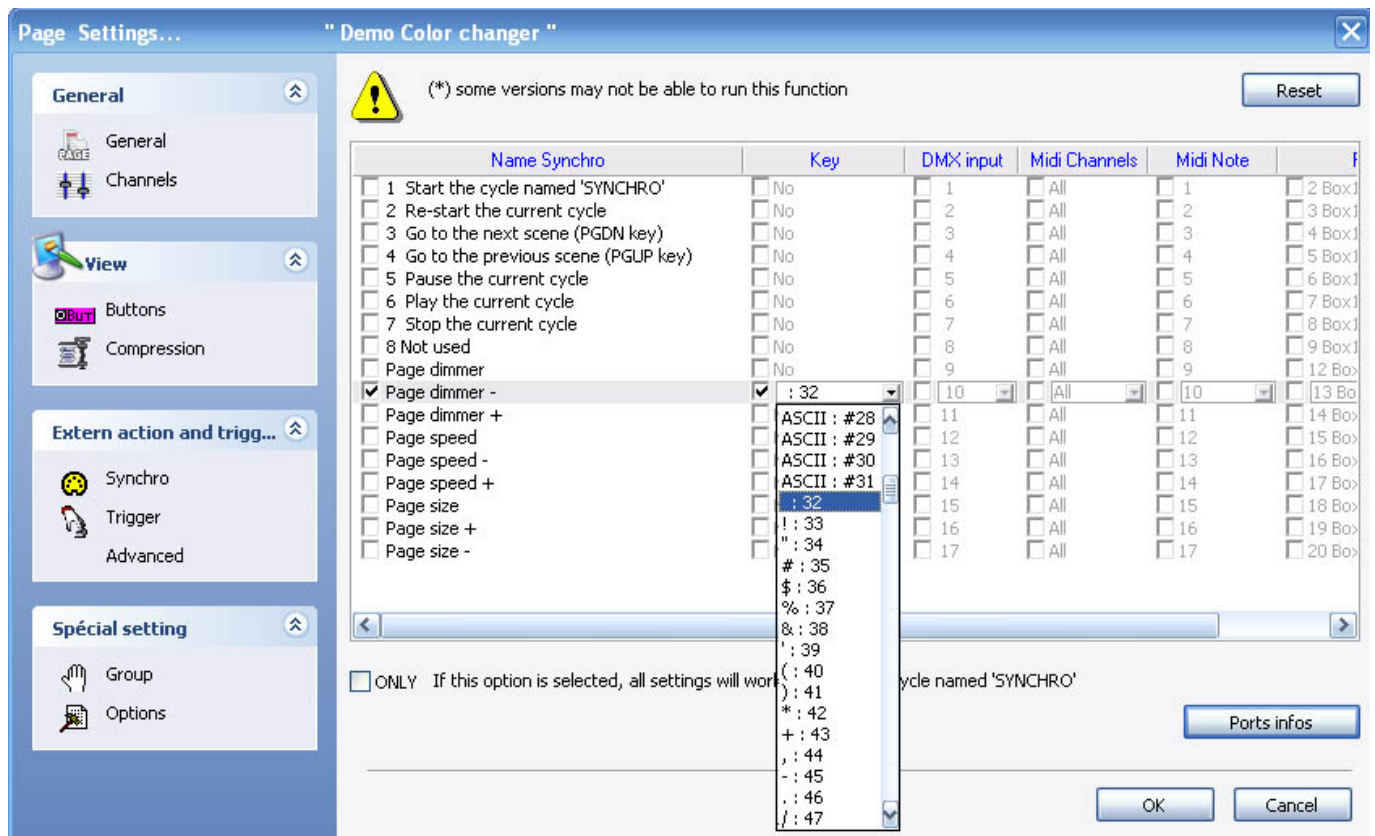
Trigger

Keep in mind that these features act on the current page only and can be assigned differently in other pages.

Some specific features can be triggered either by the computer mouse, shortcut keys, DMX input channels...

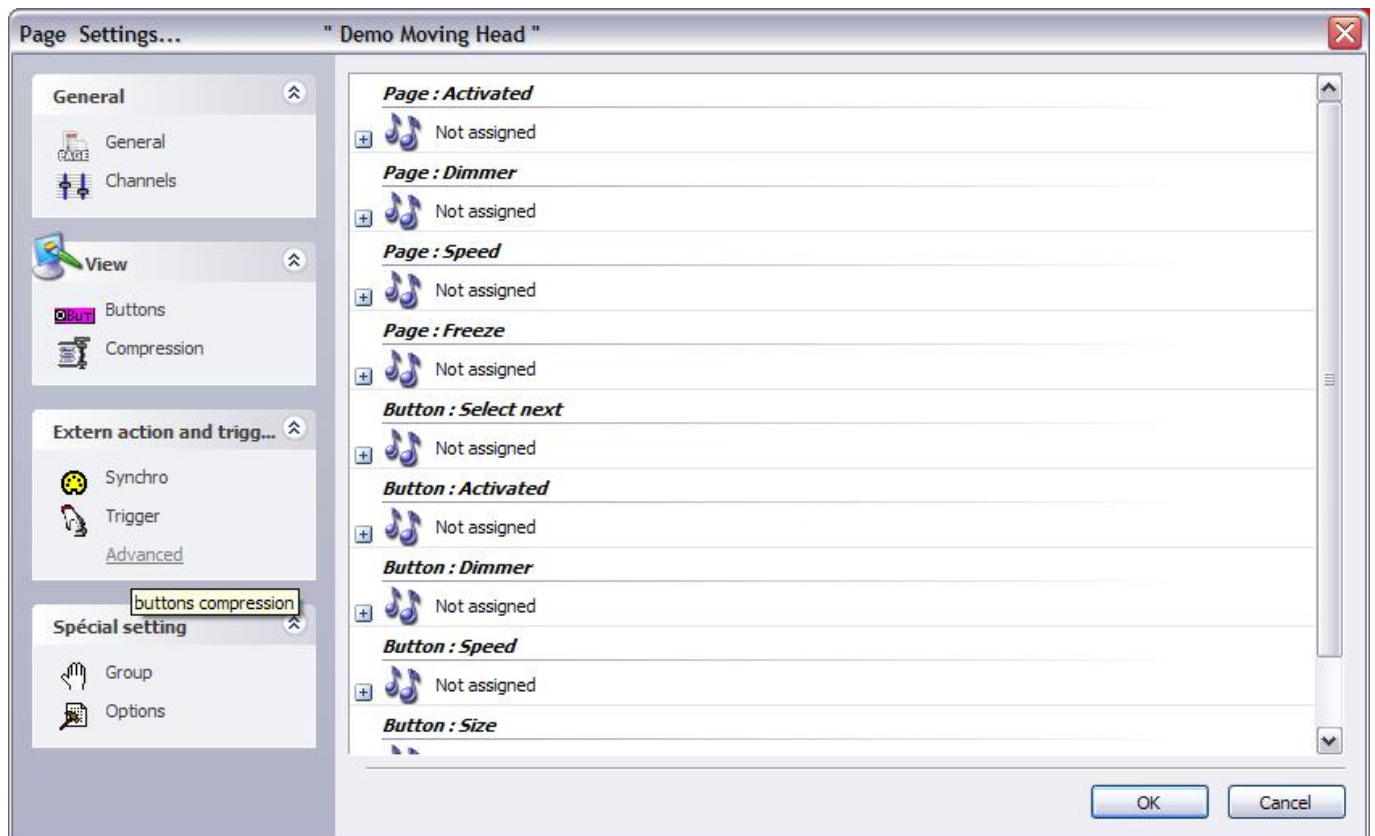
For instance, it is possible to start a cycle, stop it, go to the next scene...this is a very important feature for theatre applications. There is always the possibility to play/pause/stop a cycle with a simple action and makes it very powerful and easy to use.

For example, if we wanted to play the selected cycle with the SPACE bar, we would have to select "[6] Play the current cycle" feature and activate the "Key" control before selecting the SPACE bar from the pull-down menu, as shown in the picture above.



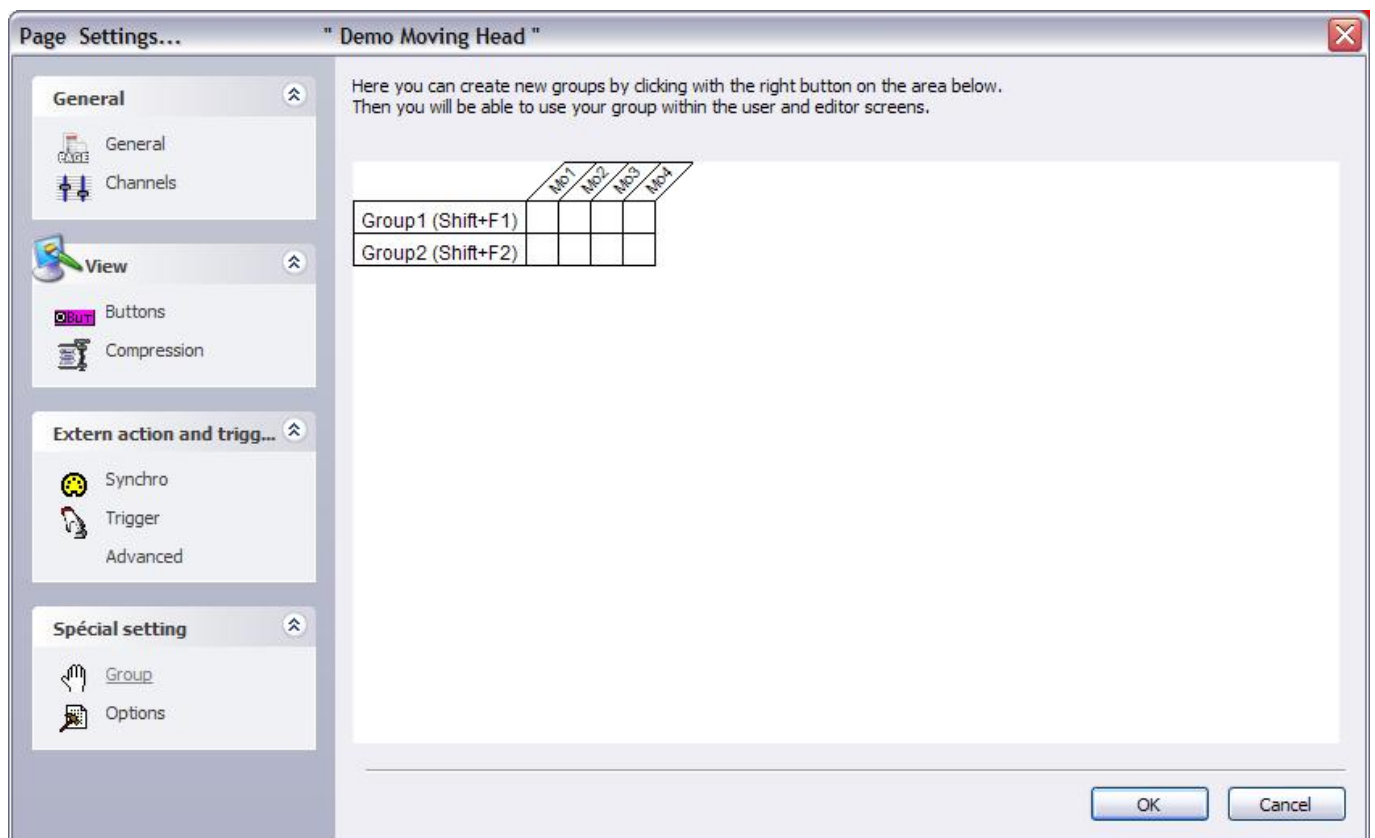
Advanced

The "Advanced" section allows you to assign MIDI commands to a different properties within the page. Notice that the 2006 software allows right-clicking from the controller page and do a simple LINK TO MIDI devices (see "Console" section in Advanced Programming).



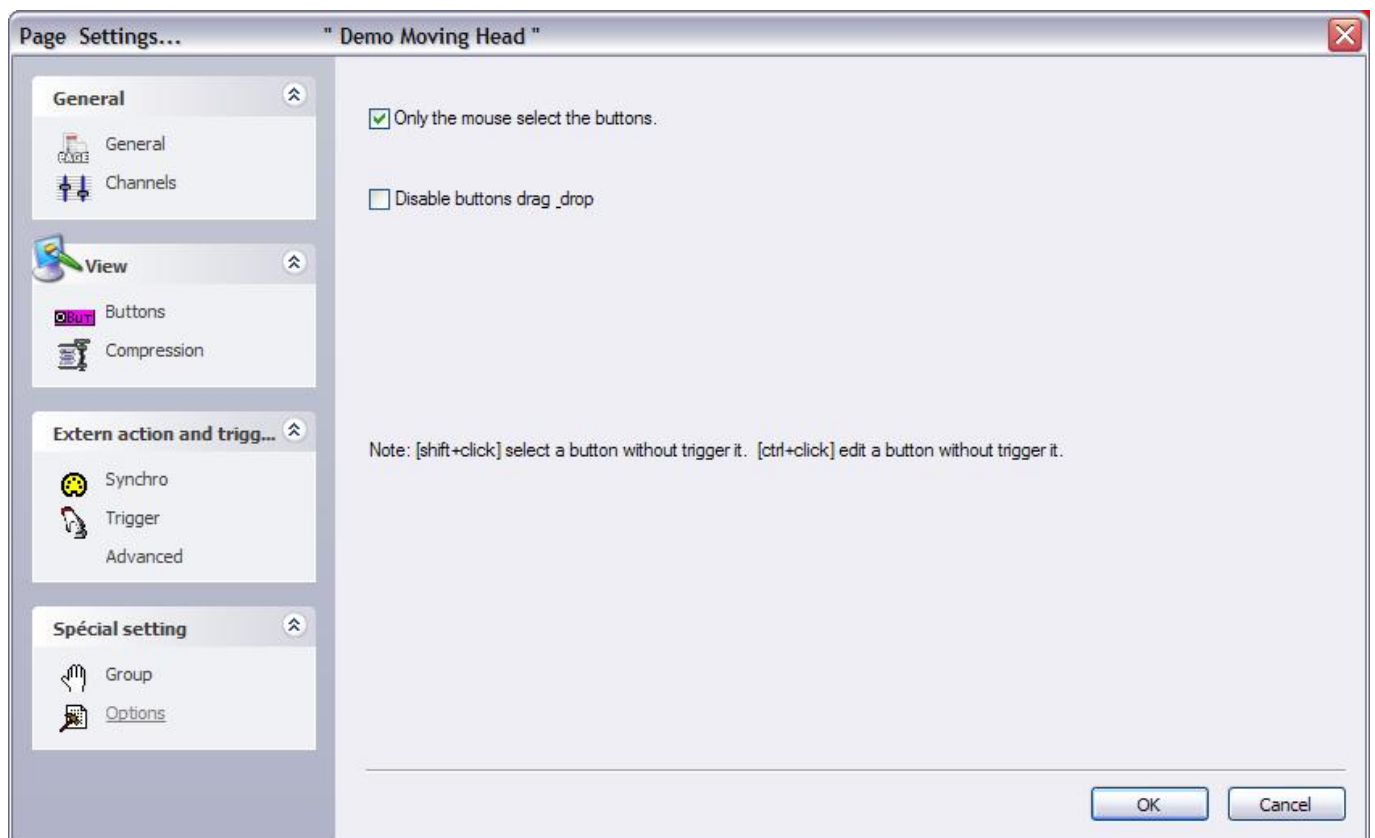
Groups

The "Groups" section allows you to see a table with all your fixture groups within the page and their assigned shortcut keys. You can modify or add groups from this window by right-clicking on it.



Options

Finally, the "Options" section provides a couple more properties that can be modified within each page.



V Paramètres généraux

1. Paramètres de démarrage

The software has several global parameters (ethernet, audio, midi, outputs...) that are loaded at startup. These settings can be modified by the user with the "Starting parameters" window. To open it, go to the "Controller" menu and select "Starting parameters".

3 sections are available: Hardware, Options and Other. Here is a description of the different settings available:

Outputs

The software can control up to 50 universes simultaneously depending on the version. This section enables to patch these universes to the outputs (USB-DMX interface, IP_DMX or ethernet). Every universe has to be linked to a single output. If you want to control your lights (2048 channels) with the Art-Net protocol, you should have to specify universe #1 on PC-Ethernet 1 output, universe #2 on PC-Ethernet 2 and so on...

DMX inputs

It is possible to connect any DMX controller to the software (depending on the version) to control some features like SPEED, DIMMER, to start buttons or to record a sequence. 10 universes can be linked to the software and must be patched in this section.

Ethernet network

The SLNETWORK feature enables to control DMX interfaces that are connected to another computer in the same network. This function must be enabled in this section by selecting the "Activate Network facility" option. There is also the possibility to setup the IP address of the "slave" computer.

Protections

It is possible to enable some feature of the software or not and to protect them with a password. For instance, this can be used in a club to have the light jockey only use the program without deleting or programming anything. Several levels are available but you can also select the custom level and specify which are the available functions.

Beginner mode

The software can be run in 2 modes: advanced and beginner. In this section, software restrictions can be setup for the beginner mode. Many options (windows management, menus...) or functions (buttons editing, cycle recording...) can be disabled for the beginner mode.

Audio/Midi

To use the audio (audio analysis) and midi triggering (Easy Console, MTC...), several options must be selected in this section. The 1st option enables to read the audio signal from the sound card, the 2nd one enables to read MIDI informations and the last one to send MIDI informations to another device.

Pages priority

Here we can setup the priority level between the MASTER page and the sub pages. There are 3 levels:

- LTP (the last action takes the priority)
- MASTER (the MASTER page has always the priority)
- Sub pages (the sub pages always have the priority)

Color settings

Here we can define the colors for the buttons (scenes, switches, cycles).

Follow spot

The follow spot function enables to create a follow spot with moving heads or scanners. A master must be selected and the slaves will follow the same point while it is moving. The software must learn the stage dimension and the fixtures positions for this function. This is possible by recording points on the stage. The more points you record the more efficient is the follow spot. Here we can define how many points have to be recorded, the default value is 25 (5*5).

Reset 3D - Reset SLMM

2. Organisation des fenêtres

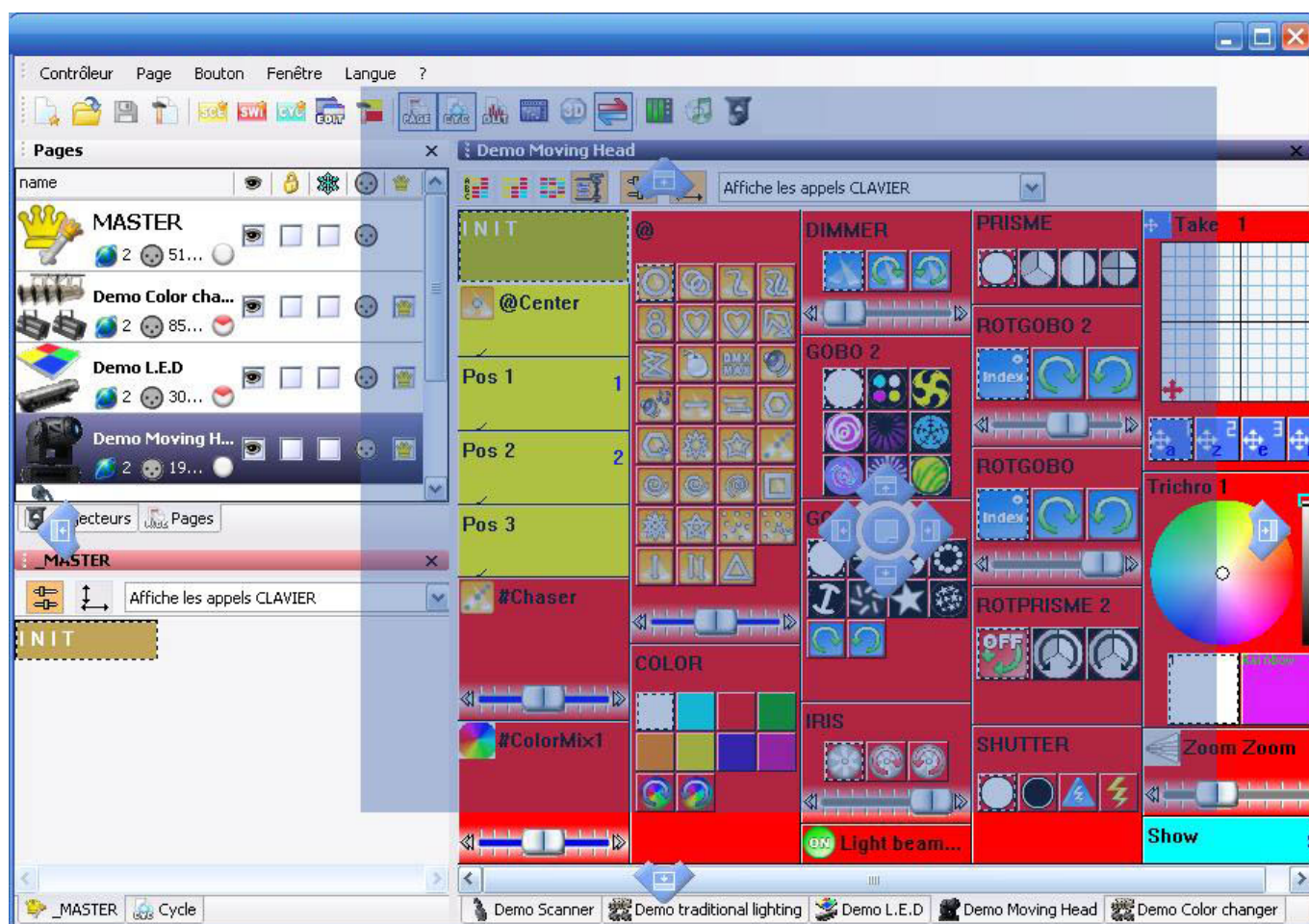
The software offers the possibility to split the screen in several windows: pages, outputs, cycles, groups... Every user can customize the positions and make it easier to use or understand. It is possible to display or not some windows, to change their positions (tabs, splitted...) or to resize them.

One important thing is the "Reset positions" function (Windows menu), that enables to get back to default positions if you can not find a window any more. Two options are available: reset to default or to tab positions. There is also the possibility to lock the screen. We recommend to use this function to avoid unattended "bad actions"...

Let us see how to arrange the windows and customize the screen.

Tabs positionning enables to save place on the screen. It allows to have a quick access to several windows and have them displayed in a larger size than if the screen was splitted. The picture below shows how to modify the position of a window.

Moving a window requires to click on the title bar of the window and hold the button pressed while moving the window. The software shows a blue area that represents the actual position and size of the window.

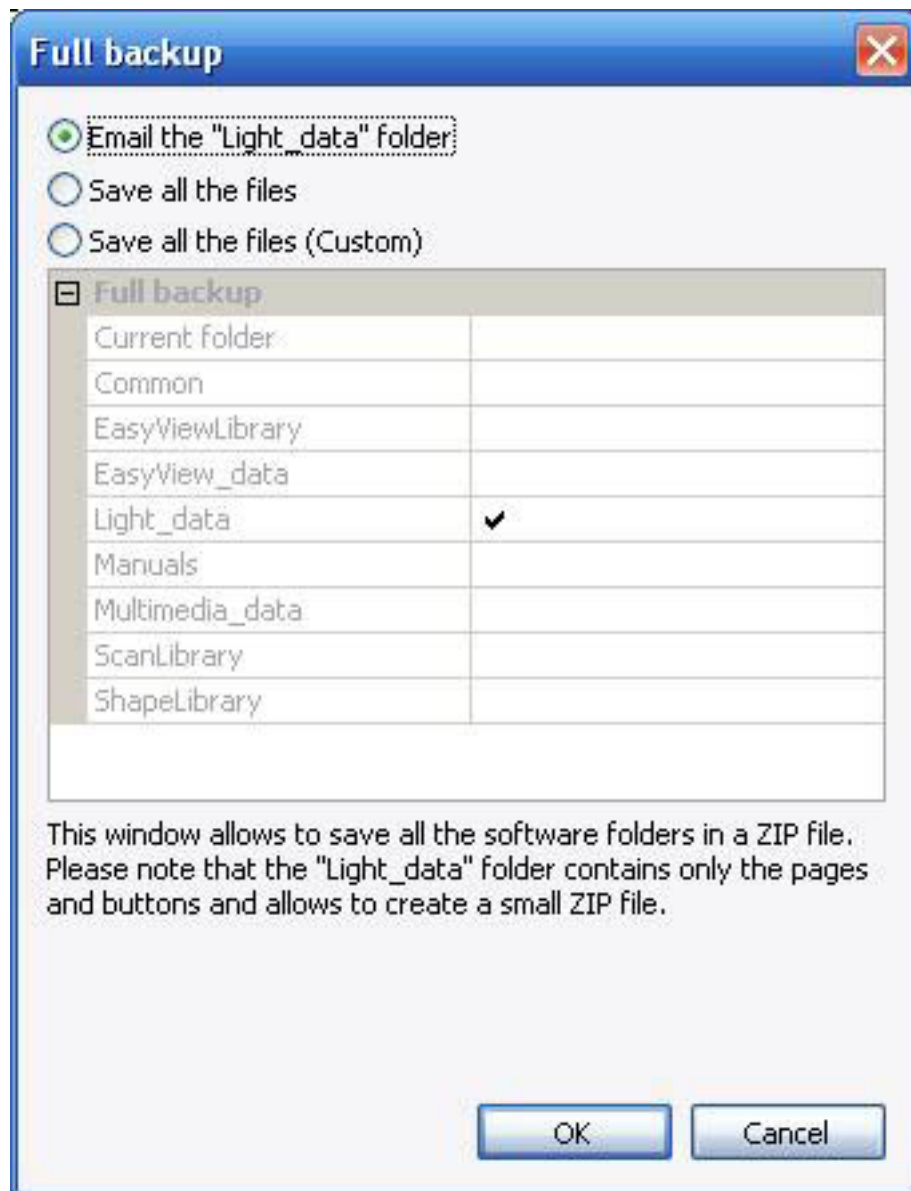


To software helps to find the correct position with the following tool. Moving the mouse on it enables to create a new tab or split the screen vertically or horizontally. The icon in the centre creates the tab and the other 4 icons split the window.



3. Backup / Support technique

If you ever experience any difficulties with the software, there is the possibility to send a complete backup to our technical support. Select full backup from the "?" menu and it opens the following window.



There is also the possibility to send an email to the technical support by clicking on "Email" from the "?" menu or to post a message on our Internet forum at www.nicolaudie.com/forum

VI Annexes

1. DMX512 brief description

1. The need for a standard

About 20 years ago, most lighting and console manufacturers had their own proprietary communication protocols. During installations, it was necessary to use all lighting fixtures from the same manufacturer, of course with their own controller board. If you wanted to use lighting fixtures from different manufacturers (even simple dimmers), each group required their own lighting desk. It is clear that a standard form of communication between controllers and the fixtures was necessary.

By the time you are done reading this section, you will understand how DMX works and why the lighting world uses this standard communication protocol. For a more technical and detailed description, please visit www.dmx512-online.com

2. Understanding DMX

To understand the DMX512 communication protocol (commonly referred to as “DMX”), we will use the “Cable TV” analogy.

Imagine a simplistic cable TV system, with only 4 relevant parts:

- a. TV station
- b. cable
- c. decoder
- d. TV set

The TV station broadcasts a signal that travels through a cable network until it reaches a decoder. The decoder receives information on hundreds of channels, but only displays on the TV set the information (in this case video and audio) from that single channel that we select. The TV set ignores the information from any channel that is not selected. It only displays the information from the channel selected in the decoder.

DMX can be related to this cable TV system, where:

- a. the TV station is the controller (Sunlite)
- b. the cable is a DMX cable
- c. the cable decoder is the DMX decoder (which usually is inside each lighting fixture)
- d. the TV set is the lighting fixture

In DMX, the number of channels that are broadcasted is always 512. Maybe some of them will be empty or unused, but they are still broadcasted because it is a necessary component of the standard.

So, the controller sends out a signal (512 channels of information), which travels through a DMX cable until it reaches the decoder inside the lighting fixture. In the same way you set the channel you want to

watch on your TV, in a lighting fixture you set the channel that you want your fixture to display the information for. This is known as the DMX address.

In other words, if I set my lighting fixture to channel 21, then my fixture's DMX address is 21. Both expressions are common in the lighting world.

Example

Imagine we have a DMX dimmer that controls a simple light bulb. This dimmer is set to DMX address 21, so the lighting fixture will only receive the information from channel 21 and ignore the rest.

We have a controller that sends a signal through a DMX cable and this cable goes into a decoder (the DMX dimmer) that receives the signal. So if the controller sends the "turn on" information on channel 21, the dimmer will turn on the light bulb.

Conventional lighting fixtures (simple dimmers) require 1 channel of information only. However, intelligent lighting fixtures require more than 1 channel to work. For example, if I have a lighting fixture that requires 5 channels of information, and its DMX address is 21 (again, address is the first channel used by the fixture), then this fixture will use channels 21, 22, 23, 24, 25. The decoder knows that the fixture needs 5 channels of information, so it will decode 5 channels only and ignore the rest. The controller knows the fixture uses 5 channels also, so it will send 5 channels of information.

Example

Imagine you have a very simple robotic moving head that uses 5 channels:

1. pan
2. tilt
3. color wheel
4. gobo wheel
5. dimmer

You set your moving head to address 21 and you tell the controller that you have this particular moving head on address 21. The controller then knows that channel 23 corresponds to color wheel, for example. If you want to change the color of the light beam, you tell the controller what color you want, the controller automatically sends this information through channel 23, and the lighting fixture reacts accordingly.

Typically, intelligent lighting fixtures use 1 channel (sometimes more) for every function they can perform (color, gobo, prism, dimmer, etc). Some robotic moving heads use over 20 channels, some simple scanners only 4 channels, etc.

3. The protocol

So far, we've been referring to "information" traveling through DMX cables from the controller into the fixture's decoder. This "information" is nothing but a number between 0 and 255. This number is called the DMX value for a particular channel. Then, the DMX signal is nothing but a series of DMX values along 512 DMX channels.

Example

Back to our 5 channel simple robotic moving head; channel 3 controls the color wheel, which has 25 different color combinations. The color displayed will depend on the DMX value on channel 3 (as it is being sent by the controller) as follows:

0-10 White
11-20 Red
21-30 Purple

...

241-255 "whatever color"

So, if the lighting fixture receives a DMX value of 25 for Channel 3, it will display the Purple color. If that DMX value changes to 15, it will automatically change to Red, and so on.

Luckily for us, the Sunlite software (and most controllers) includes profiles for these lighting fixtures. These profiles contain all the DMX values and channel information required to have full control of the lighting fixture. Typically, all you will need to do is set the DMX addresses right, and the controller will make everything else easy (some controllers are easier to use and learn than others, but that is the overall idea).

When a lighting fixture is manufactured, a DMX chart is provided in the user's manual. This DMX chart contains all the information that controller manufacturers need to create these profiles. Most controllers include only the most popular fixtures in their particular market. We can proudly say that Sunlite (and our OEM partners) are the only controllers with over 2,000 different profiles from manufacturers from all around the world, so no matter where you purchased your lighting equipment, chances are we will have profiles for it, which will allow you to control them without a problem.

4. Sunlite Importance

Summarizing, most lighting fixtures and their controllers communicate using a protocol called DMX-512 (for a very detailed description of DMX history and technical specs, please visit www.dmx512-online.com).

Important about DMX and lighting fixtures:

1. Lighting fixtures use 1 separate channel to control every function they can perform (one channel to control colors, another for gobos, another for dimmer, another for shutter, etc)
2. You can use a maximum of 512 channels for every DMX line
3. There is a value from 0 to 255 assigned to every DMX channel

Important about Sunlite and lighting fixtures:

1. When you tell your Sunlite controller what kind of lighting fixtures you are using, Sunlite will know exactly how your fixtures work and what DMX distribution they have.
2. This allows Sunlite to show preprogrammed buttons on the screen corresponding to every function that the lighting fixture can perform (1 button for white color, a different button for red, 1 button for every gobo, for every macro, etc).
3. To begin programming lighting effects using Sunlite, all you need to do is click on preprogrammed buttons!
4. Because of its visual interface and simplicity to program, thousands of users worldwide have chosen Sunlite as their preferred lighting controller

2. Accessories

The following is a list of accessories that can be used along with our software and interfaces. It is not a comprehensive list, but it should give you a good idea of where to start looking.

IO Ports and Power Supplies

Jameco (USA)
112547CH Multicolor Ribbon Cable
32491CH Socket Connector
252793CH Power Adapter

Keypads

Search online for “8 key common” or “12 key common”. You can use any custom built switch, given that you only need to make simple contact closures... even a paper clip could do the trick, if you wanted.

www.designnotes.com
www.allelectronics.com

Relay boards

The IO ports can be closed manually using keypads and switches, or remotely using relays. The advantage of using relays is that you can have any human interface with the Sunlite software working in the background. Some of these relays can be activated via InfraRed remote controls, for instance.

www.rentron.com
www.dataprobe.com
www.quasarelectronics.com

MIDI controllers

The Sunlite software can work with ANY MIDI device. Here is a list of the most popular:

- Evolution UC-33
- Behringer BCF2000

You can search online for these names and compare pricing and features.

DMX Boards

The Sunlite software can take input commands from DMX boards. Any button on the Sunlite screen can be triggered through DMX, and also any fader can be linked to a DMX fader on a board. The following sites will give you an idea of where to start looking:

www.proformance.net

DMX Dimmer Packs

Conventional lighting can be controlled through DMX if these fixtures are connected to what are known as Dimmer Packs. There are many manufacturers out there.

www.proformance.net

3. IP/Ethernet configuration

Our Ethernet interfaces come with a factory IP address 192.168.1.20. An IP address is a number that is unique to any particular device within a network. In order to communicate with your interface, you need to manually set your computer's IP address to 192.168.1.xx, where "xx" is any number other than 20. You cannot have both devices (interface and computer) with the exact same IP address, but both need to be within the same subnet (192.168.1.xx).

To configure your computer to work with our Ethernet interface:

1. Connect your IP/Ethernet interface to your computer and to its power supply (9-12V DC).
2. Change your computer's IP address to match the interface's subnet mask. Start from Window's Control Panel, then Network Connections. Double-click on the Local Area Network connection, then click on TCP/IP, then Properties. Change from "Automatic" to "Use the following" IP address, and type:

IP 192.168.1.xx (xx is any number larger than 10, different from 20)
Subnet mask 255.255.255.0

Leave all other fields blank, then click OK. Wait a few moments while the connection is reset between the interface and computer. Close the Local Area Network properties window.

3. Start the Sunlite software.

Once the software is open, go to the “?” menu, then About. A circular popup with the logo will be shown with a white box underneath. In this box, you should read something like this:

Sunlite 2006

June 13 2006(Release date)

1 SLESA-IP

(interface description in red letters)

If you cannot read the interface description in red letters, please go to the Troubleshooting section. If you do, that means there is good communication between the software and the interface... you are done!

4. Problèmes et résolutions

Software and/or interface do not work

1. Check the USB interface

Connect the interface to the computer. You should see 3 LEDs turn on, green, yellow, and red. Green should be blinking slowly. Yellow should be completely on. Red should be blinking fast.

If non of the LEDs are on, check the back of the interface, there is a small switch that turns power ON/OFF. If only the yellow LED is on, then your interface is broken, please contact your retailer to have it replaced.

2. Check software/interface communication

Connect the interface to the computer BEFORE you start Sunlite. After you open the software, the green LED should start blinking fast. If you go to the “?” menu, then “About”, a circular popup will appear with our logo in it. Underneath you will see a white box with the software name and release date. If there is good communication between the software and the interface, you should see a description of your interface in red letters inside this box as well.

If the green LED is not blinking fast, or you do not see the red letter description, there is no communication between the software and the interface. You probably did not install the drivers correctly.

3. Check the interface drivers

If you are using Windows XP, reconnect your interface to any USB port (a different one, if possible). Windows will tell you whether the hardware found is new or already installed in your computer.

If it is new, the NEW HARDWARE WIZARD window will appear. Insert the installation CD in your computer, and select Automatic Search (if you do not have the installation CD, go to the Support/Downloads section in our website). Click “Continue Anyway” when Windows asks you about verification.

After this, Windows should tell you that your device is ready to be used. Restart the Sunlite software

and check communication (previous step).

4. Double-check interface drivers

If during the installation of the drivers, when asked about Windows verification and compatibility, you selected "Stop installation" instead of "Continue anyway", the drivers will not be installed correctly.

To check if the drivers were installed correctly, you should go into

- Windows Control Panel - System - Hardware - Device Manager

You will see a list that includes all USB devices. If the interface is connected and the drivers are installed correctly, the name of the device will be "Intelligent Usb Dmx Interface". If, on the contrary, you read "Unknown device" with a yellow exclamation point next to it, the drivers are not installed correctly.

To fix this:

- Uninstall unknown device
- Disconnect USB interface, wait a couple seconds, and reconnect
- The "Add New Hardware Wizard" will appear, just follow the instructions (previous step)
- Make sure you select "Continue anyway" when asked about Windows verification and compatibility

5. Test on a different computer

If nothing seems to work, please try testing on a different PC before contacting your retailer to get an exchange. Typically, you should only ask for an exchange if:

- No LEDs turn on, even when you have moved the power switch in the back of the interface
- Only the yellow LED turns on
- The drivers seem to be installed correctly, but the interface/software does not work, and the Device Manager name for the USB device is "SUIDI-OUT" instead of "Intelligent Usb Dmx Interface"

Scenes/Switches do not work

If you find problems using your scene and switch buttons, check for the following common solutions:

1. Deactivate all buttons

Double-click on the [INIT] scene in each page, all buttons should be deactivated. Then start using your buttons from zero and find which button brings the problem at hand.

2. Disable LIVE mode

If you are using the LIVE mode in the FIXTURES-GROUP tool to control fixtures individually within each page, you will not be able to deactivate switches. This could seem like the actual Switches are not working. All you need to do is make sure the LIVE mode feature is disabled, then everything will be back to normal.

3. [AUTO] DMX output window

At the bottom of your screen, you can see the DMX output for the controller. You can force a channel to have a particular output from this window, apart from the signal coming from your scenes and switches. If your buttons don't seem to work, make sure all channels have the AUTO property assigned (right-click at the base of the channel to change this property).

I cannot find my pages

If some of your page windows "disappeared" from your screen, simply go to

- Windows menu - Reset Positions - Reset to tabs

You can also read "Windows Positioning" under the General Settings chapter for more information.

Fixtures going crazy

1. DMX addresses

Make sure the addresses for your lighting fixtures are the same as those defined within the software controller. You can check the addresses in the controller from the PAGE menu, then SETTINGS, then CHANNELS.

2. Fixture profiles/libraries

Sometimes fixtures have different "modes" that increase the number of channels or swap them around. Make sure you are using the right profile for your fixtures.

3. DMX cable

If you are still having problems, try using a different cable (make sure it is a good one).

5. Récapitulatif des commandes**Régie**

FONCTIONS	MENUS EQUIVALENTS	RACCOURCIS
Création d'une nouvelle page	"Page" "Nouvelle page"	CLAVIER
Ouvrir une archive	"Page" "Ouvrir archive..."	Alt+O
Sauver une archive	"Page" "Sauver archive..."	Alt+S
Gel des circuits	"Page" "Barre d'outil 'Live' Page" "Geler"	F12
Réglage rapide du niveau des circuits	"Page" "Barre d'outil 'Live' Page" "Régler les niveaux"	F11
Autorise un fondu manuel	"Page" "Barre d'outil 'Live' Page" "Fondu manuel"	F10
Active ou désactive le dessin des projecteurs dans Easy View	"Page" "Barre d'outil 'Live' Page" "Dessine les projecteurs dans Easy View"	F9
SPEED (-) (master)	'Live' button toolbar	F3
SPEED (+) (master)	'Live' button toolbar	F4

DIMMER (-) (master)	'Live' button toolbar	F1
DIMMER (+) (master)	'Live' button toolbar	F2
Reset du SPEED général		F1+F2
Reset du DIMMER général		F3+F4
Sélection d'un bouton		Shift+click
Détruire un bouton	"Bouton" "Détruire"	Alt+D
Paramètres	"Bouton" "Paramètres..."	Alt+P
Editer	"Bouton" "Editer"	Alt+E ou Ctrl+click
Suppression d'un raccourci		Ctrl+Del
Affectation d'un raccourci clavier		Ctrl+key
Affectation d'un raccourci MIDI (si affichage des appels MIDI)		Ctrl+Note MIDI
Affectation d'un raccourci PORT (si affichage des appels PORT)		Ctrl+Port
Affectation d'un raccourci DMX (si affichage des appels DMX)		Ctrl+DMX
Déplacer un bouton (si fonction autorisée dans la barre d'outils bouton)		Shift+ right click
SPEED (-) (bouton sélectionné)	'Live' button toolbar	F7
SPEED (+) (bouton sélectionné)	'Live' button toolbar	F8
DIMMER (-) (bouton sélectionné)	'Live' button toolbar	F5
DIMMER (+) (bouton sélectionné)	'Live' button toolbar	F6
Affiche un menu déroulant sur un bouton	"Button"	Shift+ right click

Editeur

FONCTIONS	MENUS EQUIVALENTS	RACCOURCIS
Fermer et sauver		~~CLAVIER~~
Fermer sans sauver		Alt+Q
Afficher les niveaux des circuits en valeurs DMX		Ctrl+D
Afficher les niveaux des circuits en %		Ctrl+P
Pas d'affichage des niveaux		Ctrl+N
Déplacement dans les circuits vers la droite		DROITE (flèche)
Déplacement dans les circuits vers la gauche		GAUCHE (flèche)
Affichage de la liste des presets		Clic droit sur le nom du circuit
Réglage de plusieurs circuits de même type (ex: Pan, Shutter...)		Shift+click

Cycles

FONCTIONS	MENUS EQUIVALENTS	RACCOURCIS
GO AVANT		Page Down
GO ARRIERE		Page Up
Enregistrement des temps intermédiaires en LIVE (si cycle en lecture)		FIN
Sélection de l'enregistrement suivant (si cycle en STOP)		BAS (flèche)
Sélection de l'enregistrement précédent (si cycle en STOP)		HAUT (flèche)